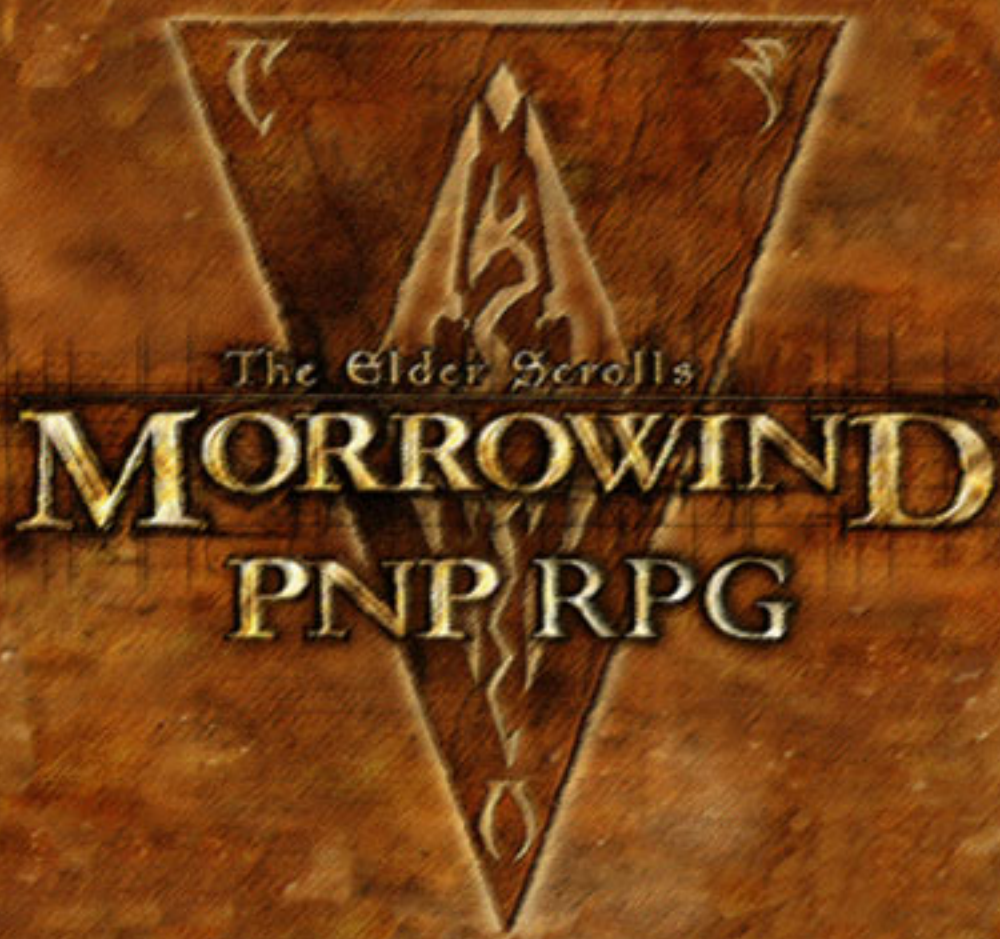


DE7913



DE7913



The Elder Scrolls

# MORROWIND

PNP/RPG

# Morrowind RPG

*A Duke & Razorback production*

*Also worked on by /tg/*

**v 0.997**

*Made for /tg/.  
I love you people*

*Play-testers:  
Razorback  
FivE  
Gurocats  
Tarvus  
Sissyboi*

*Workhorses:  
Era*

*Legal disclaimer:*

*CO DukeFluffy Productions. The Elder Scroll series are trademarks of Bethesda Softworks LLC, a ZeniMax Media company. All rights reserved.*

*It is highly suggested that you purchase and play Morrowind before this game. Lore and things to be learned, great game to be enjoyed. The developers also deserve it.*

## Foreword:

Me and my bro one day were talking about all the fun we had playing Morrowind, and of the richness and lore behind it. Both of us had some decently epic stories of tomb exploring, daedra fighting, and encountering cliffcracers too damn often. I'm sure everyone who's played the game has similar experiences.

Both of us loving PnP RPG's, we briefly discussed how a Morrowind RPG would be awesome. Not only would we already have a bunch of lore, creatures, and spells made already, but also we spoke of the extra freedom present in such a game. So many more social and fighting possibilities open up when something is transferred from computer to paper. Extorting gold from people or hitting on cute Dunmer chicks would suddenly be a possibility. So we started making one.

First off we agreed that we would keep such an RPG as close to the computer game as possible, so a D100 system would work well for skills. We then decided upon the attributes, and determined the racial attributes, skills, and stats. Determining that I had a bunch more free time on my hands, and loved number crunching, my bro left me to come up with the lists. I then spent a day or two of writing down all the item types and spells from Morrowind.

The first play test was disconcertingly fun. I made a Khajiit wizard and joined up at the Balmora Mages Guild, loving every bit of racism from the NPCs on the way there. I bought a spell or two with my starting gold and was tasked with getting some guild dues from the local Dunmer. It didn't really work out until I saw the Dunmer's son in town, beat him up, and brought him to their house faking innocence. He then gave me the guild dues in exchange for me leaving his family alone.

Such are the possibilities of a PNP RPG. Enjoy.

---

**Page 5** – *Creating a Character*

**Page 11** – *Combat*

**Page 14** – *Fatigue and Abilities*

**Page 19** – *Enchanting and Item Usage*

**Page 23** – *Making Artifacts*

**Page 25** – *Falling/Jumping/Speechcraft*

**Page 27** – *Security/Sneaking/Traps*

**Page 29** – *Alchemy*

**Page 31** – *Blacksmithy/Making Items*

**Page 33** – *Training and Trainers*

**Page 34** – *Mercenaries*

**Page 35** – *Weapon Directory*

**Page 38** – *Armor Directory*

**Page 41** – *Shield Directory*

**Page 45** – *Common Enchanted Items*

**Page 47** – *Mundane Items*

**Page 49** – *Merchant Item Lists*

**Page 50** – *Spell Requirements & Stuff*

**Page 52** – *Premade Spells*

**Page 53** – *Spells: Alteration*

**Page 57** – *Spells: Conjunction*

**Page 60** – *Spells: Destruction*

**Page 63** – *Spells: Illusion*

**Page 66** – *Spells: Mysticism*

**Page 69** – *Spells: Necromancy*

**Page 72** – *Spells: Restoration*

**Page 74** – *Common NPCs*

**Page 78** – *Bestiary*

**Page 105** – *Disease*

**Page 106** – *Porphyric Hemophilia*

**Page 107** – *Sanies Lupis*

**Page 108** – *Playing the Game, Luck*

**Page 111** – *Lore Glossary*

**Page 112** – *Lesser Daedra*

**Page 113** – *Daedric Princes*

**Page 115** – *Materials*

**Page 116** – *Guilds*

**Page 118** – *Great Houses*

**Page 119** – *Copyable Character Sheet*

**Page 120** – *Rules-Light Variant*

---

## Creating a character:

Come up with a one or two paragraph background, describing your character.

Attributes start at 40.

Select a race, and apply the relevant attribute modifiers

You have 20 points to increase your attributes with. You may not increase a single attribute more than 10 in this fashion.

Pick five major skills and 7 minor skills. Said skills start at 40 and 25, respectively. Other skills default to 15 before counting any racial modifiers. Necromancy defaults to 10.

<b><i>Skills:</i></b>		
<b><i>Combat</i></b>		<b><i>Magic</i></b>
Block	Agil	Destruction Wlp
Blacksmithy	Str	Alteration Wlp
Medium Armor	End	Illusion Pers
Heavy Armor	End	Conjuration Intl
Blunt	Str	Mysticism Wlp
Long Blade	Str	Restoration Wlp
Axe	Str	Enchant Intl
Spear	End	Alchemy Intl
Athletics	End	Dodge Spd
		Necromancy Wlp
		<b><i>Stealth</i></b>
		Security Intl
		Sneak Agil
		Acrobatics Agil
		Light Armor Agil
		Short Blade Spd
		Marksman Agil
		Speechcraft Pers
		Hand to Hand Spd

Apply appropriate skill modifiers from your selected race.

Start with a chitin weapon and cheap clothes of your choosing (everything but helmet & gloves).

You also start with a traveling pack to carry all your equipment and loot.

Purchase your equipment: - an enchanted weapon is highly advised.

Select spells-

If you have a major skill in some spell category, you get a starting spell for it.

Said starting spell is any kind from the appropriate college, max 10 mana

Note: there are some premade spells to make this easy

If you have a major/minor weapon skill then select an ability.

**Attributes:** Strength, Intelligence, Willpower, Agility, Speed, Endurance, Personality, Luck

**Health:**  $(3/8 \text{ Endurance} + 3/16 \text{ Strength})$

**Mana:**  $(1/2 \text{ Intelligence} + 1/4 \text{ Willpower}) + 10$

**Fatigue:**  $(\text{Endurance} + \text{Agility}) / 10$

**Carry Weight:**  $\text{STR} \times 4$

**Max Move Feet:**  $(\text{Speed}/5) + (\text{Athletics}/10)$

**Jogging:** Half max move

**Walking:** A fourth of max move

*A note on health: although the formulas look somewhat annoying and math heavy, you only ever calculate health once. From then on it only increases based off of END.*



## Racial modifiers:

### **Altmer, aka High Elves, Salache-**

Destruction +10, Enchant +10, Alchemy +10, Alteration +5, Conjuration +5, Illusion +5

**M:** STR-10, INT+15, WLP+15, AGI-5, SPD-5, END-15, PERS+5

**F:** STR-10, INT+15, WLP+15, AGI-5, SPD-5, END-15, PERS+5

Resist Disease 50%, Weakness to Magic/Fire/Frost/Shock 25% (increases damage taken by 1/4)

Starting gold: (Speechcraft x4)+50

### **Argonian: Alchemy +5, Athletics +15, Illusion +5, Medium Armor +5, Mysticism +5, Spear +5, Dodge +5**

**M:** WLP-10, AGI+10, SPD+10, PERS-10

**F:** INT+10, END-10

50% chance to resist Disease, Immune to Poison, Underwater Breathing

Starting gold: (Speechcraft x3)+50

### **Bosmer, aka Wood Elves, 'The Tree-sap People'-**

Marksman +15, Sneak +10, Light Armor +10, Alchemy +5, Acrobatics +5

**M:** STR-10, AGI+10, SPD+5, END-5

**F:** STR-10, AGI+10, SPD+5, END-5

Resist Disease 100%, Beast-Tongue major power

*Beast-Tongue:* Rally beast on target for 5 minutes, or tell an animal/beast something

Starting gold: (Speechcraft x4)+50

### **Breton: Conjuration +10, Mysticism +10, Restoration +10, Alchemy +5, Alteration +5, Illusion +5**

**M:** STR-5, INT+5, WLP+15, AGI-5, END-10

**F:** STR-5, INT+5, WLP+15, AGI-5, END-10

Resist Magic 25%, Dragon Skin major power

*Dragon Skin:* resist physical damage 25% for 5 rounds

Starting gold: (Speechcraft x4)+50

### **Dunmer, aka Dark Elves-**

Longblade +5, Destruction +10, Light Armor +5, Athletics +5, Mysticism +5, Marksman +5, Shortblade +10

**M:** WLP+5, END+5, PERS-10

**F:** STR-5, WLP+5, END+5, PERS-5

Fire Resist 50% (damage -1/2), Ancestral Ghost major power

*Ancestral Ghost:* Summons an ethereal ghost for 5 rounds, which increases the Dunmer's

Dodge skill by 15. The ghost can only be harmed by silver/enchanted weapons, has 1hp.

Starting gold: (Speechcraft x4)+50

**Imperial:** Speechcraft +10, Longblade +10, Blunt +5, Shortblade +5, Hand to hand +5, Athletics +5, Heavy Armor +5

**M:** STR-5, END-5, PERS+10

**F:** STR-5, END-5, PERS+10

Star of the West major power, Voice of the Emperor major power

*Star of the West:* melee range, damages fatigue 3

*Voice of the Emperor:* +10 to speechcraft skill for the scene

Starting gold: (Speechcraft x4)+50

**Khajiit:** Acrobatics +15, Athletics +5, Hand to hand +5, Light Armor +5, Security +5, Shortblade +5, Sneak +5

**M:** STR-5, WLP-5, AGI+15, SPD+10, END-10, PERS-10, LCK+5

**F:** STR-5, WLP-5, AGI+15, SPD+10, END-15, PERS-5, LCK+5

½ falling damage when saving roll succeeds, Night Vision

Starting gold: (Speechcraft x3)+50

**Nord:** Axe +10, Blunt +10, Medium Armor +10, Longblade +5, Spear +5, Heavy Armor +5

**M:** STR+5, INT-5, END+5, PERS-5

**F:** STR+5, INT-5, END+5, PERS-5

Resist Frost 50%, Resist Shock 25%, +1 AC

Starting gold: (Speechcraft x4)+50

**Orismer, aka Orcs, Corrupt Elves-**

Blacksmithy +10, Axe +5, Heavy Armor +10, Medium Armor +10, Block +10

**M:** STR+15, INT-5, END+5, PERS-10, LCK-5

**F:** STR+15, INT-5, END+5, PERS-10, LCK-5

Resist Magic 25%, Berserk major power

*Berserk:* Lasts 5 rounds, Strength is increased by 15 but maximum health is -5

Starting gold: (Speechcraft x4)+50

**Redguard:** Longblade +15, Shortblade +5, Heavy Armor +5, Axe +5, Blunt +5, Medium Armor +5, Athletics +5

**M:** INT-5, AGI+5

**F:** INT-5, AGI+5

Resist Poison 50%, Adrenaline Rush major power

*Adrenaline Rush:* Lasts 5 rounds, +10% physical damage and +15 speed. Once wears off fatigue is reduced by half their max.

Starting gold: (Speechcraft x4)+50

## Example Character Creation:

Shqipron von Skapin sits down with the other players and GM, and they all start chucking ideas around for characters. The GM has already announced that this would be general adventuring shenanigans, encourages everyone to be neutral or goodish, and that otherwise most everything would be okay to go. Characters will be starting at level 1. Eventually Shqipron announces that he would like to play a sort of Merchant character. The other players are somewhat weirded out briefly, but wish to hear more. Shqipron explains that he could work out a sort of diplomat kind of dude to defuse situations, get good deals, and maybe work out some favors from Great Houses on the parties behalf. The GM finds this idea amusing, and agrees that it would work fine.

Shqipron first decides upon his race. Anything not a Nord, Orc, or beast-race would essentially be fine as a trader, so he chooses to be a male Imperial. Already going down the speechcraft road, so he may as well pick a character good at it. A starting character's attributes are all 40, and then he applies all the Male Imperial attribute modifiers. (Strength -5, Endurance -5, Personality +10). These attributes are now 35, 35, and 50, respectively. All characters get another 20 points to increase attributes by, a maximum +10 on any. Shqipron adds 10 to strength (He's going to need to be carrying quite a bit of gear around to do proper trading stuff), another 5 to personality (Ha ha, I has 55 personality), and another 5 onto luck. Always need more luck.

His starting attributes now look like so-  
Strength 45, Endurance 35, Agility 40, Intelligence 40, Willpower 40, Speed 40, Personality 55, Luck 45

The next step is to select five major skills, and seven minor skills. (Shqipron finds selecting skills before racial skill modifiers is easier to manage). Right off the bat Speechcraft is selected. Next, things start to become a little less obvious. Shqipron adds Blacksmithy (Imperial style) so he can build items and fix them up. He also adds Restoration for assisting self-defense, and after a bit of hesitation Security. "You need to keep an eye on your wares and equipment," the GM points out, brilliance shining from his every orifice. For his fifth skill Shqipron selects dodge, opting to keep his hide safe. Now, seven minor skills. Shqipron begins picking some combat skills, and some that he simply favors. Light Armor is added, Block, Blunt Weapon, Long Blade, Medium Armor. He then selects Hand to Hand and Alteration. These two skills are incredibly fun to have, in his own opinion. The major skills start at 40, and all the minors at 25. For his racial bonuses, being an Imperial, he adds 10 to Speechcraft, 10 to Longblade, 5 Blunt, 5 Shortblade, 5 Hand to Hand, 5 Athletics, and 5 more Heavy Armor. His skills end up looking like this-

Alteration 25, Athletics 20, Blacksmithy 40 (Imp), Block 25, Blunt 30, Dodge 40, Hand to Hand 30, Light Armor 25, Longblade 35, Medium Armor 20, Restoration 40, Security 40, and Speechcraft 50.

Shqipron is pleasantly surprised. His Merchant has 40 dodge, 35 Longblade, and is still quite geared toward Mercantile and Persuasion. The man's next step is to select his starting feat. (Has a weapon skill as a minor or major) Feats are intended for combat purposes, so this is a slight quandary. He could take Called Shot, to aim towards finesse sword fighting, Power Blow for a more general warrior style (Maybe plan for Riposte in the future) Or, if he wanted, he could take a Martial Arts feat



like Throw to floor the enemy when they miss him. Or, perhaps, he could take Intuitive Weaponizer, and beat enemies to death with his own trinkets and baubles. Shqipron decides to get Throw, figuring he can get called shot later. When he fights he will be throwing enemies around with his left hand, and hamstringing them with his rapier in his right, eventually. Zorro as fuck.

Next, there is starting gold. Starting gold for humanoids (Non-beast humanoids) is equal to Speechcraft Skill x4, plus 50. His Merchant has a decent starting amount of 300 gold. Not shabby at all. First, he opts for a Steel Rapier, for 40 gold. Characters also start with a free chitin item, and he selects a Chitin Dagger, if only for utility. He next spends 60 gold on clothes (Bah? Only starting with common quality?!?), getting himself some nice shoes, pants, and a shirt. There's plenty of better quality items, enchanted items that look very sexy, and other stuff to get. Rations and basic traveling gear is more demanding however. And although he won't be getting an enchanted weapon of any sorts, or a silver one, he can rely on the fighters and mages to deal with monsters immune to normal weapons. Shqipron buys five days of rations for 50 gold, two minor healing potions for 20 more gold, a Water Flask for 10 more, and a bedroll for 60g. He now has 60 gold left. He decides to keep it for now. Later on, once the gold is flowing a bit more, Shqipron is pretty dead set on hiring a Mercenary to watch his back. He tells the GM that he will get bonus GMing points if it is some sort of battle hardened female Dunmer, who happens to be progressive and more accepting then other native Dunmer, as far as interactions with other races go. The GM gives Shqipron a half-lidded glare but says that it may possibly happen.

The GM remembers that Shqipron majors in Restoration, so he gets one free restoration spell of to 10 mana or less. A Touch healing spell is quickly calculated by the genius of a GM, and comes up to 'Touch - 7 health, +38 difficulty, 10 mana'. Shqipron is pleased.

The last step is to come up with a background and name, arguably the first thing that should be done. Shqipron has already decided he is an Imperial Merchant, so he now fleshes it out. His character's name is Miles Conciatius, apprentice trader under his Uncle Larrius. For years and years he has been learning the trade of selling goods, and haggling with the uneducated masses in the Imperial town of Caldera. This work has felt very unfulfilling however, and at the age of 22, Miles is seriously considering a different line of work. Being snipped at and blamed for misfortunes behind the scenes hasn't fostered a homely feeling either. One night, after an argument with his uncle, he decided he has had too much, and storms out of the shop. Being wholly ticked off, Miles doesn't return, and instead takes up with some Fighter's Guild members briefly. The merchant was passably good with a blade, and better yet at stifling any sort of trouble that the group ran into. After a few weeks of this work Miles ran into the current party during a guild quest, the two parties both working together to solve some problem with a roving group of bandits. (The other players concede that is a good excuse for them to run into him.) Miles figures that he likes this new bunch more, and adventuring sounds more exciting then spending his life holed up in Caldera, or with a crew of Fighters. The GM begins thinking how much time should have passed since then, makes Miles a Apprentice of the Fighters guild for background reasons. The other players are already done making their characters and the game gets rolling.

Here is the finished character sheet, Miles Conciatius the Trader, played by Shqipron von Skapin the Nord-

Name: Miles Conciatius the Trader  
Player name: Shqipron von Skapin  
Background: Youngish trader, fed up with life under his Uncle. Was a trouble-smoother of the Fighters Guild for a few weeks time.  
Appearance: 5'7" tall, brownish-copperish hair of the general frilly mop sort. Sort of downtrodden unhappy look, but grins at a moments notice.  
Age: 22  
Race: Imperial  
Gender: Male

{Attributes}  
STRENGTH= [45] STR  
ENDURANCE= [35] END  
AGILITY= [40] AGI  
INTELLIGENCE= [40] INT  
WILLPOWER= [40] WIL  
SPEED= [40] SPD  
PERSONALITY= [55] PER  
LUCK= [45] LCK

<Skills> (Others default to 15, Necromancy defaults to 10)

[25] Alteration Wil  
[20] Athletics End  
[40] Blacksmithy/Imperial Str  
[25] Block Agi  
[30] Blunt Str  
[40] Dodge Spd  
[30] Hand to hand Spd  
[25] Light Armor Agi  
[35] Longblade Str  
[20] Medium Armor End  
[40] Restoration Wil  
[40] Security Int  
[50] Speechcraft Per

|HEALTH: | 21.5  
|MANA: | 40  
|FATIGUE: | 7.5  
|MAXMOVE/TURN: | 10 feet, 5 if jogging  
|CARRY WEIGHT: | 180, carrying 48

{Weapons} STR Bonus: 2.25  
Steel Rapier – 0/10/6 damage  
Chitin Dagger – 0/5/2 damage

{Armour} Skill bonus: -1L, -1M, -2H

[Mundane items]  
5x Traveling Rations (15 meals)  
2x Minor Healing Potions  
Water Flask (2-days worth), 1P Bedroll

|GOLD: 60

[clothing] Very dapper pants, shoes, and shirt, each worth 20g. Said clothes are light brown or copper colored.

[Abilities and Feats]  
Throw

{Spells}  
Minor Healing – Touch - 10 mana, +38 difficulty, Restores 7 health. Casts on 78 or less

Star of the West (Major Power) – Touch – Damage Fatigue 3  
Voice of the Emperor (Major Power) – Self – Fortify Speechcraft 10 for the scene



## Combat:

Each round is 3 seconds. Within this turn everyone participating gets a 'Move' action and a 'Utility' action. Utility actions are used to attack, drink a potion, use a feat, or activate an enchantment. The movement action is used to move.

Everything only gets one 'Utility' action, unless they have a feat that says otherwise. Characters using Hand-to-hand to attack get multiple Utility actions, but only to attack or use a feat with.

### Order of turns:

- Highest speed goes first, followed by the second highest, and the rest follow in suite. Each round is three seconds and everyone acts in this time.
- An effect that lasts multiple rounds ticks once that turn, upon hitting the target, then start ticking each following round. (On the victim's turn)

### Attacking:

- Must get in melee range, which is 5 or so feet (Two meters). Marksman weapons list the range. REACH weapons have a range of 10 feet/3 meters.
- If the enemy's weapon has REACH they may choose to act first, striking the attacking player with their weapon. This uses up their Utility action for the following turn.
- You get one attack unless you are using your fists. Using Hand-to-hand you get SPD/25 Utility actions per turn, subject to the restrictions above.
- Compare the skill to the defensive skill used by the defender – dodge or block. Your target number begins at 1, and for every 1 difference between your skill with the weapon used, and your defender's skill, modify the target number accordingly.
- Each piece of armor worn (up to 4 pieces) decreases the Dodge skill. Blocking will take the hit to your shield arm (if using a shield), using the shield's AC.

*Heavy –7, Medium –5, and Light –3 to dodge for each armor piece*

- Also of note is that marksman attacks and spells are harder to dodge, and no marksman attacks or spells may be blocked without a shield.
- You must then roll below the target number in order to score a hit.

*Spells: Target counts as 70 skill, then area effect increases it further proportionally.*

*Marksman: Decrease the enemy's effective dodge by 10.*

### Situational Modifiers:

- +10 to hit someone who is prone or on the ground, or
- +10 to hit against block, if on the non-shield side of the enemy, or
- +15 to hit when directly behind the enemy (and no blocking), or
- +100 to hit when invisible or stealthed, for the first attack
- -10 to hit a body part, -15 for head
- -10 to hit with offhand

**Damage:**

- Base damage for weapons is STR/20, or Marksman/20. Unarmed (fist) damage is (STR/20)+(H2H/10) rounded to the nearest half, and will always do a minimum of 1 damage.
- Spells have a magic damage type. This applies to when something has resistances. Keep in mind that magic ignores all mundane armor.
- Secondary damage is listed as a number, in the form of x/y/z. These numbers are the blunt, pierce, and slashing damage the weapon can do. The highest damage is used unless the player states otherwise
- The enemy has a flat AC amount, and/or armor AC. These AC's do not stack. Armor's effectiveness is listed just like weapon damage, and therefore block different amounts to certain attacks. It might block high amounts of slashing, but little blunt. SUBTRACT AC FROM DAMAGE.
- Deduct the amount of damage from the targets health

**Example:**

*Fistbeard is swinging his Claymore at Wyshied. He has a Longblade skill of 63, and rolls a D100. Wyshied's unarmored counts as 26 (50-15 for wearing four pieces of light armor.) This to hit skill is 28 higher then the avoid skill, so the Khajiit will be hit on a 78 or lower. (50+28) A 30 is rolled.*

*Fistbeard has already calculated the damage of his Claymore to be 15 slashing. The GM says that he hits Wyshied in the chest, which has a slashing AC of 5. Thusly Wyshied takes 10 damage. This finishes Fistbeard's turn.*

**Critical Hits:**

A critical hit happens when an attack roll is 1-5, or 1-10 with a 2-handed (non-polearm) weapon. A critical hit should deal +50% damage, or perhaps kill off a weak enemy in a gruesome fashion, or additionally knock prone an enemy if using a 2-handed (non-polearm) weapon. Regardless, it should be highly brutal.

**Feats/Abilities:**

Only one activated feat may be used a turn, unless clearly stated otherwise.

**Non-Lethal Damage:**

A character, before they attack may announce they are going to do non-lethal damage. This signifies striking the enemy with the flat of a blade or in the limbs. Write the non-lethal damage next to the health, in the form of (HP: 19 -14). Should the non-lethal damage equal or exceed the current health, the target is knocked unconscious.

- Bows, crossbows, throwing knives/stars, spells, and enchantments never do non-lethal damage.
- You may not use damage-increasing feats in addition to doing non-lethal damage

**Armor Skills:**

There are three armor skills; light, medium, and heavy. Your skills declare how proficient you are at wearing and fitting your armor, and how good you are at receiving blows in it. 40 is considered the base skill level (whether it is light, medium, or heavy), and every 20 skill in either direction effects your AC. This gives you your AC modifier for that type of armor. The modifier increases or decreases the AC of that armor type.



*Example:*

*Wyshied is wearing some Chitin Armor. He has a Light Armor skill of 90. This is 50 higher than the base skill rating, but not quite 60 higher, so his Chitin gets a +2 AC modifier. This would be noted as '1/2/3 +2'.*

### **Casting a Spell:**

- Add the spell difficulty to the appropriate casting skill (i.e. Destruction if the spell is Fire damage, Restoration if it is a healing spell)
- Roll a D100 under this number, or equal to it to cast
- Each piece of armor will decrease your cast rating by 2/4/6, up to 4 pieces.
- Failure means you spend the mana and do nothing
- Enemy may dodge or block it with a shield. Target spells are rolled to be hit, counting the skill as 70, plus any area of effect. Touch spells have an assumed skill of 100 for hitting.
- If hits, roll for any reflect, absorb, or willpower-resisting effects.
- If the spell hits then apply the spell effects. Spell damage ignores all armor, unless they are shield blocked. Damage counts as piercing when blocked with a shield.

*Example:*

*Wyshied has a godly, nasty spell to fling at Fistbeard. The spell has a high difficulty of 17 (compared to 50 or the like). The spell is from the college of Destruction, and he has a Destruction skill of 60. Adding 17 to 60 we get 77. Wyshied then rolls a D100, getting 20. We now know that the spell is casted.*

*The Nord bastard has a dodge rating of 50, and is wearing no armor. (The brute) Because the attack is a 'target' spell the attack skill counts as 70. The spell additionally has an area of effect 10, which further increases it to 80. It looks like Fistbeard is out of luck. We calculate that Wyshied needs a 80 or lower to hit. The Khajiit rolls a 13 on his D100, hitting the barbarian with his spell. Said barbarian takes 150 fire damage and instantly dies.*

*Of course, Fistbeard is only 5 feet from Wyshied, which means the spell caster is also caught in the blast...*

### **Complicated spells:**

A spell may be a combination of two or more different spells. In this case you do a casting roll for each component of the spell. To be cast every one of these rolls must succeed.

### **Moving and Casting:**

The fastest a character can move in a turn and cast is *Jogging*, or half of their max move speed. Moving any faster will disrupt any attempt to cast spells.

## Fatigue:

Fatigue is a sort of secondary mana, mainly useful to non-magic oriented characters. It allows you to hit things harder, faster, and more accurately. More specifically, if your character uses weapons for their damage, they get an ability/feat every other level. These abilities use fatigue. When you run out of fatigue you are about ready to pass out and all combat skills are halved (Including spell casting).

Fatigue is regained completely after a ten or so minute rest.

## Using Fatigue:

To use fatigue you must have an ability. Simply declare that you are using a specific ability during your turn and deduct the necessary fatigue.

## Ability/Feat Glossary:

Name	Page	Effect
Target Body-Part Charge		Target limb to cripple, big penalty to hit. Free
Called Shot		Roll to hit, STR check, knocks enemy prone. Free
Improved Called Shot		Target limb to cripple, med. Penalty to hit
Improved Charge		Target limb to cripple
Bullrush		Increases chances of knocking targets prone
Long Shot		Allows charging of multiple enemies each turn
Rapid Fire		Attack further with marksman weapon
Fast Hands		Reload bows/crossbows faster
Rain of Daggers		Instant draw, throw additional weapons
Trick Throw		Throw many weapons
Coupe De Grace		Throw further and more accurately
Ambidextrous		Massive bonus for one undetected attack
Power Blow		Use offhand weapon with no hit penalty
Mighty Blow		Bonus damage
Riposte		Massive damage bonus, no block
Cleave		Block with weapon, extra attack
Improved Cleave		Kill enemy, one extra attack
Shield Bash		Each killed enemy, another attack
Berserk		Attack with shield, no block until next turn
Defensive Stance		Bonus to hit, penalties to defenses
Intercept		Bonus to block, penalties to hit
Grapple		Block attack from hitting friend
Arm-Lock		Dodge attack, lock up enemies arm
Elbow-Snap		Prevent enemy from taking action, human shield
Throw		Cripple limb, massive damage bonus
Palm-Strike		Dodge attack, make enemy prone
Staff Fighting		Massive unarmed damage boost, ignores armor
Intuitive Weaponizer		Use staves in conjunction with Hand to Hand skill
Trip		Use improvised weapons in conjunction with Hand to Hand skill
Multi-Strike		Trip enemy with polearm
Dancing Weapons		Attack extra with a shortblade
		Attack extra times with shortblades



## Generic Actions:

Target body-part      Costs 0 fatigue, no requirements

*You may target a specific part of the enemy. -10 to hit anything but the head, -15 to head*

Charge      Costs 0 fatigue, must move max turnly distance

*You roar and charge forward, attempting to knock the enemy down. Move your max distance, then roll a dice to attack (using whatever attack skill). If the attack hits, continue. If not, the attacker falls prone beside the enemy. Add the first dice to the attacker's STR, and the second dice gets the defenders STR. Whoever scores higher wins, and the loser falls prone in front of the enemy.*

## Ability List:

Called Shot      Costs 1 fatigue, no requirements

*You may target a specific body part for a weapon attack. Should you do 1/3 or more of the target's max HP in this attack, and you target an arm or leg, the limb is crippled. (half speed, or only 1H weapons). You have have the usual- to hit specific body parts with this ability.*

Improved Called Shot      Costs 1 fatigue, requires Called Shot

*You may target a specific body part for a weapon attack. Should you do 1/3 or more of the target's max HP in this attack, and you target an arm or leg, the limb is crippled. (half speed, or only 1H weapons). You do not get penalized for using this to target body parts.*

Improved Charge      Costs 0 fatigue

*The character is adept at throwing their weight around. When charging they get a +10 to hit, and their STR counts as 10 higher then normal.*

Bullrush      Costs 1 fatigue, requires Improved Charge, Power Blow

*Bonuses to charging are increased to +15 to hit, and +10 STR. The character may also charge two adjacent enemies each turn, rather then one. So long as they are not prone, and have more movement they may charge enemies.*

Long Shot      Costs 0 fatigue, no requirements

*By spending a turn lining up a shot with a bow or crossbow, the character is able to shoot the next turn at +50% of the maximum weapon range.*

Rapid Fire-      Costs 3 fatigue, requires Called Shot, Long Shot

*Count your current/next turn reloading as having taken two turns of reloading. This can allow you to fire a 1-turn reload weapon each turn.*

Fast Hands-      Costs 1 fatigue

*-Allows your character to draw shortblades, throwing daggers, or potions instantly.*

*-In addition your character can throw two stars/knives/potions in one turn, at a -10 to hit with both.*

Rain of Daggers- Costs 2 fatigue, requires Fast Hands

*Rather than throwing two stars/knives/potions a turn, your character may throw (Agility)/20 of them. They still all have a -10 to hit.*

Trick Throw- Costs 0 fatigue or 2 Fatigue

*After a turn of concentration your character may throw a weapon accurately and far. Said weapon will have a range of +50% and a +10 to hit. This ability can be used in conjunction with 'Rain of Daggers', with each weapon thrown requiring another turn of concentration. Alternatively 2 fatigue may be spent to only require one turn of concentration regardless of the number of weapons thrown.*

Coupe De Grace Costs 0 fatigue, requires Shortblade weapon

*Should the character be undetected by a foe, they may do a single slashing/impaling attack. If it hits it will do triple damage and ignore any armor.*

Ambidextrous Costs 0 fatigue

*The character is equally skilled with both hands, and may attack with an offhand weapon without the -10 penalty.*

Power Blow Costs 1 fatigue, no requirements

*Placing a great amount of force into a blow, you strike out at an enemy. Should you hit your weapon/fist does 1.5x its physical damage. Melee weapons only*

Mighty Blow Costs 2 fatigue, requires Power Blow

*You roar and rear back, then strike out with tremendous force. Should you hit your weapon/fist does 2x its physical damage. You cannot dodge or block until your following turn. Melee weapons only*

Riposte Costs 1 fatigue, requires Slashing/Pole-arm weapon, Improved Called Shot, Power Blow

*You may use this after blocking an opponents weapon without using a shield. Skillfully you strike forward with your weapon, slashing at the enemy. This attack is performed right after you block, ignoring your turnly attack limit. Riposte gets a -20 to hit.*

Cleave Costs 1 fatigue, slashing weapon or unarmed

*By making large, sweeping arcs with your weapon you are able to hit more than one foe. Upon killing an enemy you may expend one fatigue point, then make a second attack against another enemy in range.*

Improved Cleave Costs 1 fatigue, slashing weapon or unarmed, Cleave

*By making large, sweeping arcs with your weapon you are able to hit more than one foe. Upon killing an enemy you may expend one fatigue point, then make a second attack against another enemy in range. You may keep doing this as long as you finish off enemies.*

Shield Bash Costs 1 fatigue, requires a shield larger than Buckler

*After blocking an attack you may step forward, smashing your shield into the enemies face. This is used right after you block, and does not count as your turnly attack. Does 8 blunt damage and prevents you from blocking until your following turn.*

**Berserk**                    1 fatigue, -1 fatigue each additional turn, non-Orc race

*The player may announce that their character will go into a berserker sort of rage. Doing so will take one round of head bashing, tongue biting, ale-drinking, or something appropriate to the character. Once done, they receive a +10 to hit with weapons or fists, -30 to block, -15 to dodge, and all armor skills decrease to 0. While berserking the character is required to move toward the nearest enemy, regardless of how smart that may be, at the highest speed they are able to. Berserk may be canceled at any time, but may only be done once per scene.*

**Defensive Stance**        0 fatigue

*Your character is able to shift their weight and stance to much more easily block incoming attacks. Shifting into this stance takes one turn of readying. Once done, blocking with a shield receives a +10 bonus, and blocking with weapons gets a +7 bonus. The stance blocks ones own weapon however, so any marksman or weapon attacks have a -20 to hit.*

**Intercept**                2 fatigue, requires Shield

*There comes a time when one is delgated to being the party tank. By throwing one's own skin on the line, they are able to attempt to block an incoming attack directed at a friend. If a friend is within 5 feet, and being attacked, a block roll may be made against the attack at -10 block. If succesful, the defender takes the attack on the shield+pauldron. On a failure the GM decides who is hit and how, and the aspiring tank has a -10 to all skills until the next turn. Intercept may only be used once per turn.*

**Grapple**                    Costs 1 fatigue, unarmed

*You may use this after dodging an attack. On your upcoming turn you may Unarmed attack the enemy that tried to hit you, but instead of doing damage you grapple the enemies' arm. The target may not use any weapon in that hand while grappled.*

**Arm-Lock**                Costs 0 fatigue, unarmed, requires Grapple

*If an enemy is grappled, you may try to wheel them around and reposition your grip. Doing so will count as an attack, but do no damage. Should you succeed the enemy is now Arm-Locked. While Arm-Locked they may not use any weapon. You may wheel the enemy around to block attacks, using them as a human shield, at a +15 to block. Additionally you may use Elbow-Snap, automatically hitting.*

**Elbow Snap**            Costs 1 fatigue, unarmed, requires Grapple

*Once grappling an enemy's arm, you may pull their arm off to the side, and follow up this movement with a strike to the back of their elbow. Roll to hit with Hand to Hand. Should you hit you deal triple damage and cripple the limb. Heavy armor will prevent the cripple effect. Regardless of a hit or miss the enemy reverts to a grapple.*

**Throw**                    Costs 1 fatigue, unarmed

*You may use this after dodging an attack. On your upcoming turn you may Unarmed attack the enemy that tried to hit you at a +10 to hit, but instead of doing damage you throw the enemy onto the ground. The target must spend their upcoming turn standing up, and until then count as being prone..*



**Palm-Strike** Costs 1 fatigue, unarmed

*Your character strikes outward with their palm, transferring the blow's energy through any armor or flesh. This attack will do 2x damage and ignore any armor.*

**Staff Fighting** Costs 0 fatigue, no requirements

*You now use your Hand to Hand skill to hit with staves. In addition, you can attack with the staff (SPD/25) times in one turn without any STR bonus or Reach.*

**Intuitive Weaponizer-** Costs 0 fatigue, no requirements

*You may now use your Hand to Hand skill to hit with improvised weapons. In addition you can attack with the weapons (SPD/40) times in one turn. Large Improvised Weapons still take up the whole turn to attack.*

**Trip** 2 fatigue, requires Polearm/Staff

*Instead of whacking someone the pole-arm user may instead attempt to trip them. Doing so requires that they be in range of the enemy, disregarding Reach. Roll to hit as normal with the relevant skill. If succeeded roll a STR check for the character and enemy (+10 bonus). Should the tripper score higher then the target is now prone.*

*- If the pole-arm user is feeling rather suicidal they may attempt to trip something instead of blocking/dodging. This takes place before the enemy attacks. Resolve the trip as normal, but a failure to trip means that the overconfident pole-arm user gets auto hit.*

**Multi-Strike** Costs 1 fatigue, shortblade weapon or throwing weapons

*Using whirling, curvy slashes your character is able to strike faster. At the end of this turn you may make an additional attack, using a shortblade weapon. This extra attack will have its damage reduced by 2. This can only be done once per turn.*

**Dancing Weapons** Costs 2 fatigue, Multi-Strike, shortblade or throwing weapons

*Your character is able to strike in graceful arcs, practically dancing, using the energy from each blow to strike another. If you have two shortblade weapons then at the end of this turn you may make two additional attacks, using your shortblade weapons. These additional strikes will have their damage reduced by 2. This can only be done once per turn.*

## Enchanting:

To enchant something you first must buy a soul gem. A soul gem has a weight, gold cost, and soul amount. This soul amount shows the maximum amount of soul you can store in it.

To store a creature soul into said gem, you must cast a Soultrap spell onto a creature. Once that is done you must kill the creature before the spell runs out. The soul is then transferred into a soul gem of your choosing, provided it is large enough to store the soul.

Storing a humanoid soul will require a Black Soulgem, and the soul is equivalent to the unfortunate character's unmodified Willpower x2.

### Enchanting an item:

1. To enchant an item, you must be able to cast a spell granting the same effect.
2. Choose a spell effect, and then target, self or touch.
3. Use the equation below to craft the enchantment on an item of your choosing. Clothes may not be enchanted, with the exception of robes.

M: the mana cost for the spell to be cast

I: your character's intelligence

E: enchanting skill

Add E and I, and divide that number by 2. Add 6. Subtract 3M from that number.

$$((E+I)/2) + 6 - 3M$$

Add the resultant difficulty to your enchantment skill to find the enchantment difficulty.

4. Roll a D100 under or equal to the difficulty to enchant the item. The soul gem then crumbles apart whether or not you succeeded in making the item.
5. If you like, your character's chances may be increased by 10% for every hour they spend working on the item.

#### Example:

Wyshied is getting really damn tired of Cliffcracers, so he wants to make a ring that can shoot lasers at them. He already has a fire damage spell. He has a soul gem with 60 soul. He calculates a fire spell and gets the following effect: 26 fire damage, ranged, 20 mana. Noting his enchantment skill of 60, Intelligence of 50, and the mana cost of 20, he then calculates the difficulty to enchant the thing.

$$(((E+I)/2)+6) - 3M$$

$$(((60+50)/2)+6) - 60$$

$$((110)/2) - 60$$

$$(55) - 60$$

$$-5$$

The difficulty to enchant the thing is -5. He adds this to his enchantment skill, getting 55. He now must roll a D100 under or equal to 55 to enchant it. He may chicken out at this point, figuring it is too slim a chance, or take a few hours to increase his chances. Wyshied does not.

Said player rolls a D100, and gets a 48. His ring is now created! The ring has 60 mana, and costs 20 of the mana with each use. Being an enchanted item he does not need to roll to cast, and instead just does the effect. Wyshied asks the GM if the ring can literally shoot a firey beam of death, which the GM agrees upon, since it would look cool. Lets see those flying bastards come at him now.

### **Constant Effects:**

Constant effects cost 40x the magnitudes mana, with no duration mana cost, and require a soulgem with at least 250 soul inside. (i.e. constant restore 1 health would cost as much as restore 40 health for 1 second) Also of note is that you cannot make constant summon spells.

### **Having Someone Enchant an Item:**

Paying enchanters to enchant your equipment is very expensive. Only the slightest enchants are affordable, and someone with a bit of experience with said skill could do it for free. Doing this with an NPC always succeeds however. You must know the spell type and have a gem.

The cost of an enchant, from a trainer, is the mana cost of the enchanted spell squared times four.  $(\text{mana}^2) * 32$ .

*Example: Enchanting a helmet to restore health 9 on self. This spell takes 8 mana. Thusly,  $(8^2) * 32 = (64) * 32 = 2048$ . Said enchantment would cost 2048 gold, from an Enchanter.*

### **Multiple Enchants on One Item:**

When making an item with multiple enchantments, each additional spell effect will have 2x the normal mana cost.

*Example: Malloc adds to an item 'Fire damage 15' on target, on use, for 12 mana. He also wants to add 'Shock damage 15' on target. Normally this would cost 13 mana, but it instead costs 26 (Double cost for being a second enchant)*

### **Recharging Enchanted Items:**

It just happens. Once every 10 minutes a single item you are wearing recharges one mana. This is done by the inherent energy and mana in all living things. You may only recharge one item at a time in this fashion. A faster way to recharge items uses a soul gem to recharge your item, which succeeds always, and injects the soul into your item converting the soul into mana. This does not destroy the gem.



### **Special Circumstances for Recharging:**

If the GM wishes, there are certain situations where enchanted items recharge rates are effected. Deep underground locations have an abundance of natural energies, and mana. At the same time, a different sort of energy, that of the soul, is very prevalent in towns and old forests.

-Deep underground locales may cause normal enchanted items to recharge up to 50% faster. This would be 1 soul value every five minutes.

-Ancient forests and towns are full of life energies, and this causes Black Soulgem created items to recharge up to 50% faster. This would be 1 soul value every five minutes.

-If a Black Soulgem created item is placed within a town, then a second Black Soulgem is placed with it, it may recharge even when not tended to, but at a normal rate. In this fashion some mage could leave a twisted, dark staff buried within a town, and let it recharge over time. Cue bad effects on the town.

### **Using Enchanted Items:**

Damaging spells just happen, and the enemy simply rolls to dodge. This will use up your turn. Friendly, beneficial spells also just work. No rolling to cast is needed.

On strike enchantments can be made by adding a hostile melee spell onto a weapon. Note during creation that it works ON STRIKE. Now whenever you hit with it you do extra stuff. (i.e. a normal 15 slash hit + 5 fire damage). Shields can arguably also have an ON STRIKE enchantment.

Characters may wear a ring on each finger, but only 2 may have constant effects. One necklace only.

### **Experienced Enchanters:**

Higher skilled enchanters are able to squeeze more mana out of their enchants, making the added spells more efficient. This is decently easy to remember- subtract 50 from your enchanting skill. If that is greater then 0%, increase the magnitude or duration of your enchantment spells by resulting percent.

*Example: Wyshied has enchanting skill of 60.  $60 - 50 = 10$ , so when he uses enchanted items their magnitude is increased by 10%. Neat.*

### **Classes of Soul Gems:**

*Batteries not included for these gems- read the later text for info.*

Petty- .5 lbs, 5 gold for empty, soul 30  
Lesser- 1lb, 10 gold for empty, soul 60  
Common- 2lbs, 20 gold for empty, soul 120  
Greater- 3lbs, 40 gold for empty, soul 180  
Grand- 5lbs, 80 gold for empty, soul 600  
Black- 2lbs, cannot be purchased, soul 180

Filled gems have an increased gold cost of (soul)\*(empty gold cost). A petty soul gem with 20 soul would be 200 gold, or 10x20.

### **Making Black Soulgems:**

To make a Black Soulgem, one must first acquire an Anchorite and Greater Soulgem. Anchorites are dark altars rife with Necromantic energy, and must be built by the character. Doing so will cost 300 gold, and the materials themselves weigh 20. These materials are quarried from some rocks over a period of ten hours, and the Anchorite is born.

Each night a Greater Soulgem may be placed into the altar, and then bombarded with two Soultrap spells. Under starlight the gem will be blackened and corrupted into a Black Soulgem, now able to contain the souls of humanoids.

*Note: Every hour a Black Soulgem touches bare skin a humanoid will lose 1HP and magicka.*

## Making Artifacts

As an enchanter continues practicing the arts, eventually they become profficient enough to start making minor artifacts. These items have much more complicated enchants then similar items, perhaps even bizarely so. Regardless, at certain skill levels you aquire Enchanting-Only spells, that can then be used when enchanting items.

If something says 'always constant' then you need not x40 it.

### Enchanting Skill spells are aquired:

50 – Magic Trap	
60 – Illusion	90 – Conditional Enchants
70 – Thaumaturgy	95 – Indestructability
80 – Soulbinding	100 – Force Projection

#### **Magic Trap (50) – Mysticism**

At an enchanting skill of 50, an enchanter may magically trap a container. Doing so will require a soulgem. Simply design up a spell (touch or ranged) that would use up all the soul, then roll to enchant the container. If succeeded the door/container will have a one-shot trap on it. The trap will launch the spell at whatever activates or opens it.

#### **Illusion (60) – Illusion**

Costs 20 mana per magnitude, always constant. May not cast.

With this spell, an enchanter may attempt to make an item project an illusion. This illusion is not animated, and will deactivate whenever the enchanted item is moved. The holograph/image is selected when making the item. The maximum dimension in feet is the magnitude.

#### **Thaumaturgy (70) – Mysticism**

Costs 150 mana, always constant. May not cast.

A character with this spell may make two special items, dubbed a reciever or sender. The sender item is enchanted with the 'Thaumaturgy' spell and held against the sender. Once done, target spells may be directed at the Sender item, and will effect whatever is holding the reciever item.

#### **Soulbinding (80) – Mysticism**

Reduces the soulgem's soul by 20%. May not cast.

This spell is best added onto a weapon with additional effects. Upon creation the enchanter chooses someone for it to be bound to. Other people may still physically use the item, but the enchant will not work for them. Only when the item is used by the soulbound character will all the enchantments work.

#### **Conditional Enchants (90) – Mysticism**

Always constant. May not be cast.

At this skill the enchanter may choose bizzare conditions for the enchantment on an item to work. This is limited by something that could be physically observed. Something within the realms of 'must be wet, in sunlight, within 50 feet of this location, etc.' Other characters are able to detect some quirk or



weird extra bit on the enchant but nothing more. An enchant roll may be made at a difficulty of 80 to detect what it is, up to once per day.

**Indestructibility (95) – Alteration**

Costs 40 mana per magnitude. May not be cast.

Each magnitude increases the health of the item by 100%. (Usually written as x/x/x). This will not increase the AC or damage of an item, but make it much more tough.

**Force Projection (98) – Alteration**

2 mana per area, 2 mana per second. Can be made constant or on use. May not be cast.

Magnitude is the maximum dimension of the force wall, in length and height. The wall itself is seen as a purple glowing wall, impenetrable and indestructible. This spell is most useful with 'On Cast' or 'When x comes close', in conjunction with Conditional Enchants.

**Reconstruct (100) – Alteration**

Costs 40 mana per magnitude, always constant. May not be cast.

Makes the enchanted item be able to slowly rebuild itself over time, replacing missing bits with material from Oblivion. Every two hours the item will restore part of one AC (i.e. 0/0/1), and turns the new bits black. Additional magnitudes half the rebuild time interval. Melting the item will remove the enchant, but so long as there is a single piece of the weapon left it will regenerate.

## Falling:

There may come a time when a character jumps off of something. When they do, roll a D100 against their acrobatics skill. Should it succeed they take less damage. Should they fail they take full damage, and some sort of appropriate injury. Said damage is blunt, will ignore any armor or magic the target has. Keep in mind Khajiits take half damage from any sort of fall, saved or not.

### Distance (feet) – Damage – Save Damage

6	2	0
10	4	1
13	7	2
16	9	3
19	11	4
22	13	5
25	15	6
30	20	8
34	28	10
40	36	12
45	40	14
50	45	16
60	50	20
80	60	30
+20	+20	+10

## Jumping:

Roll a D100. If under your acrobatics or equal, you jump your maximum distance. If failed you go 2/3 said distance.

Max long jump distance:  $(\text{Acrobatics}/5)+2$

Max vertical jump distance:  $\text{Acrobatics}/8$

## Speechcraft:

To use speechcraft on an NPC explain to the GM what you wish to do. Role-play a sufficient dialogue and roll two D100's. For the first dice, add the speechcrafting player's Personality attribute and Speechcraft skill. For the later dice, add the target's speechcraft + (stat). Higher score wins.

The target (stat) is based off of what the speechcrafting player is trying to do-

- Oppose with Intelligence when the player is haggling, tricking, seducing, admiring, or complimenting
- Oppose with Willpower when the player is trying to taunt them into attacking
- Oppose with Personality when the two entities are playing music, and attempting to show who is more awesome.

*Example: Wyshied, the Khajiit, is attempting to collect guild dues from a female Dunmer out in the street, over in Balmora. It is currently night time, around 10PM. This female looks absolutely stunning to him, and their dialogue about the guild dues hasn't gotten anywhere. He declares that he would like to try and seduce the Dunmer. The player states "Mmmm, tell you what. I know you don't want to give me the gold, but I will make it up to you. How about a night with me over in the Lucky Lockup?"*

*The GM rolls two dice. The first dice is a 28. He then adds Wyshied's Speechcraft (15) and Personality (30) to that. This ends up being a 73.*

*The second dice is for the female Dunmer, and ends up as a 93. The GM then adds the female's Speechcraft (40) and Intelligence (62) to that. This number is a 195.*

*Comparing the two numbers, the female Dunmer got at least a hundred higher, which is a pretty massive lose for the Khajiit.*

*The GM describes as the attractive young woman gets a horrid expression on her face, as if she just bit into moldy scrib jelly. She begins shouting for the guards, likely to get Wyshied in trouble. Realizing he is in a bad situation the Khajiit starts briskly walking away.*



## Security

The security skill is a sort of jack-of-all trades skill where it comes to traps and locks. It shows your characters ability to spot, disarm, and create traps. The skill is also used to pick locks and steal/plant items on people.

Players may additionally use their Security skill to notice something hidden or sneaking.

### Picking a lock:

Your security skill is compared with the difficulty of the lock. The chance to succeed starts at 50%. (roll a 50 or less on a d100) For every lock difficulty higher then the security skill, the chance to succeed is decreased by 1%. Each roll represents about 20 seconds of picking.

If you roll a 90 or higher your pick breaks.

### Sneaking:

Every now and then there may be a giant force of enemies, or some horrendous monster. Maybe your rogue can infiltrate some fort and unlock the door from the inside. Regardless of the application it comes in handy. For each thing attempting to sneak roll a D100 against their sneaking skill. Should any of these fail the sneakers get noticed.

Some creatures may have a '-10 to attempts to sneak past'. This means you simply -10 from your sneaking skill in the encounter.

### Traps:

Life would almost be good to be a shadowy thief if it weren't for all the crippling and lethal traps scattered about. Said traps stab people, smash in their face, or blow up with magical energy. When encountering a trap roll a Security check for all PC's or NPC's. If any of them pass then they see the trap.

Players with a sufficient skill can also craft traps. This can be very useful when you know a target will be at a certain place, or by booby-trapping the only door to a cave full of bandits. Bellow are a number of example traps that can be made. Should you come up with a new creative trap the GM should figure out the specifics.

**Tripcord & Punji Sticks**                      25 security                      2 minutes  
Requires 4 feet of hew-rope or spider silk, some branches, and dung  
*Does 12 piercing damage to torso and head, plus 1 disease damage per hour.*

*This disease damage also decreases maximum health and cannot be healed until cured.*

Functionality: The tripcord is strung a foot or two above the ground. Punjis are sharpened and covered with dung, then hidden along the ground. When someone walks into the cord they trip, resultantly falling face-forward onto tiny sharpened sticks.

### **Pit Trap**

30 security

One hour / helpers

Requires wooden spikes, plus a spade for each person working on it

A 6x6 foot piece of cloth will reduce the chance to be spotted by 30

*Does 25 piercing damage to the torso and crippled a random limb. 1 disease damage per hour. This disease damage also decreases maximum health and cannot be healed until cured.*

Functionality: A six-foot deep and four-foot wide pit is dug out of the ground. The bottom is filled with a bunch of wooden spikes, optionally smeared in dung. Pit gets covered with leaves, branches, and a thin layer of dirt. Once stepped on the poor soul falls in and gets impaled by all the spikes.

### **Tripcord & Weight**

40 security

10 minutes

Requires 15' of hew-rope, spider silk, and a wooden block. Punji sticks + dung are optional.

*Does 20 blunt damage to the head, or 30 piercing damage to the chest. If piercing damage then also apply a 1-damage disease effect.*

Functionality: The cord is strung a foot or two above the ground, wraps around some nearby objects, and holds up a wooden block. The cord will hold the weight horizontal, until someone trips on it. When tripped the silk breaks, releasing the large block, which will swing down and strike the tripper in the face or chest.

### **Crossbow Spring-gun**

50 security

5 minutes

Requires a crossbow, bolt, and spider silk

*Does 20 piercing damage + any enchantment on the bolt. Dung does 2 disease damage per hour. This disease damage also decreases maximum health and cannot be healed until cured.*

Functionality: A tripcord is attached to the crossbow's trigger. When something trips the cord the trigger gets pulled, therefore shooting the bolt into a pre-determined location.

### **Mine Ring/Amulet**

75 security

2 minutes

Requires an enchanted ring or amulet and a small wooden rod

*Does an 'on wear' + area effect spell*

Functionality: The amulet/ring is placed in a small pit, with the rod barely away from it. Pit is covered up. When stepped on the rod touches the item, triggering the enchant.

## **Alchemy:**

With alchemy a player can create a number of potions between or during sessions. This number is equal to their Alchemy skill/14. Said potions weigh 2 pounds each, and when ingested or thrown do a spell. These spell effects have up to 10 mana. The alchemy skill is again used to determine what types of potions can be made. Making potions requires a mortar and pestle, then at least one pack of reagents. Reagents x1 are used up each brew.

If a player would like to make a potion during a session they must carry around a mortar and pestle. They then decide upon a potion type, roll a D100, and spend two minutes bashing plants in the tiny bowl. If the roll is equal to or less than their alchemy they succeed in making the potion. If not, they get to try again. Keep in mind they cannot exceed their 'sessionly' amount of crafted potions by crafting more.

## **Potion Tiers:**

0-15: Restore health, restore fatigue, poisoned weapon or drink

16-25: Fire damage, water walking, chameleon, charm, night eye, cure poison, jump

26-40: Frost damage, blind, invisibility, light, restore magic, cure paralyzation, fortify attribute

41-60: Shock damage, weakness, sanctuary, cure common disease, feather

60+ skill level potions require an Calcinator.

61-80: Fire shield, levitate, shield, disintegrate, sound, detect life, soul trap, cure paralyzation

81-99: Everything but lightning shield, lock, shapechange, Conjunction Spells, recall, spell absorption, telekinesis

100: Everything but Conjunction Spells

## **Refinement:**

An alchemist may make extremely potent potions by spending some gold. Doing so requires a Calcinator, and you may only refine potions you are capable of making.

Refinement: 30g, increases the mana of one potion by 10.

Greater Refinement: 70g, further increases the mana of one potion by 10.

Master Refinement: 1900g, 80+ alchemy skill, a week of work days. +20 mana.

## **Hitting with Alchemy:**

When throwing a potion roll compare your marksman to the enemies dodge, like normal. Should it hit apply the effects. The enemy does not get a -10 to dodge potions, even though they use Marksman to hit. The potion may also be blocked with a shield- resolve this like you would spells.

Potions that restore health/fatigue/mana or have helpful buffs must be drunk.



### **Drinking Those Potions:**

You only get to drink one type of potion per combat. (I.e. restore health, restore fatigue, feather, cure disease, and so on.) You may throw however many potions you like during combat. Drinking or throwing a potion takes up your whole turn.

## **Blacksmithy:**

Blacksmithy, or Armorer, is a useful skill for warriors. It allows characters to both repair armor and build their own. If a character spends enough gold, they can even set up a Blacksmithy, and begin profiting on their work.

In Morrowind there are two very different forms of Blacksmithy. The first is Imperial style, which mainly deals with the working of heated slabs of metal. This style is the most common, but not native. The second style of smithy is Dunmer, which is based off of working with hides, chitin, and resin. Every character must select the style that they are proficient with. At a skill of 100, any type of material may be built, disregarding the style they chose.

## **Repairing Items:**

A blacksmith is able to go out and repair their armor in the field, with a repair hammer, by smoothing out dents and nicks. This will take about ten minutes per item and bring them up to maximum durability. Repairing and polishing items completely will require a class one forge and a few hours of work.

## **Building Items:**

To construct items a character must have a repair hammer, tongs, and an appropriate forge. The items themselves are split into various different tiers, each tier requiring more expensive forges.

Building an item will require (minimum material skill)/4 hours of work, and materials worth half the price of the finished item. This item may be a piece of armor, weapon, 20 arrows, or 10 throwing stars/knives.

## **Material Tiers:**

Tier 1-  
12- Cloth Armor  
20- Iron  
30- Chitin\* (Dunmer)  
40- Steel (Imperial)

Tier 2-  
18- Leather Armor\*  
45- Imperial/Templar Steel (Imperial)  
50- Orcish (Imperial, Orcs only)  
60- Bonemold (Dunmer)

Tier 3-  
75- Glass  
80- Dreugh (Dunmer)  
85- Ebony

Tier 4-  
95- Daedric

- *Does not require a Forge, only a Tannery.*

## Forges:

**Class One:** *Basic Forge Kit*                      1500 gold      800lbs

This forge kit can be put together in town, from purchasing things from various traders. It includes all the parts for a crucible, gallows, resins, an anvil, and a collection of tools. Putting it together will take around a day, but will allow characters to construct Cloth, Iron, Chitin, and Steel items. (Provided they are skilled enough)

Can be broken apart and be transported in six man-loads, or two guar-loads.

**Class Two:** *Tannery Forge Kit*                      800 gold      600lbs

This kit can be put together in town, from purchasing things from various traders. It includes all the parts for a tannery, some clay molds, and even more relevant tools. Putting it together will take a couple hours of work, but will allow characters to construct Chitin, Leather, Imperial Steel, Orcish, and Bonemold items. (Provided they are skilled enough and have the previous forge) Leather and Chitin may be built with just this forge.

Can be broken apart and be transported in four man-loads, or two guar-loads.

**Class Three:** *Glass Forges Kit*                      7,000 gold      1,200lbs

This kit can be put together in town, from purchasing things from various traders. It includes all the parts for two glass pressurization forges, glass tubes, glass rods, and a huge amount of tools. Putting it together will take about a day of work, but will allow characters to construct Glass, Dreugh, and Ebony items. (Provided they are skilled enough and have the previous forges)

Making items of this class will use up tools, and require you to make a trip to town every 4 items made. The tools are cheap however, so the cost of new tools can be ignored. Trips to town must be made though.

Can be broken apart and be transported in eight man-loads, or three guar-loads.

**Class Four:** *Soul Forge Kit*                      10,000 gold      800lbs

This kit can be put together in town, from purchasing things from various traders. It includes all the parts for a black smelting cauldron and enchanted tools. Putting it together will take about two days of work, but will allow characters to construct Daedric items. (Provided they are skilled enough and have the previous forges)

Can be broken apart and be transported in four man-loads, or two guar-loads.

## Blacksmithy Services:

**Profitting off forges:** For each class of forge you have, and are skilled enough to use, you may profit 1,000 gold a month. You must be able to carry hundreds of pounds of gear to town.

**Purchasing Slaves:** Slaves cost, on average, about 1000 gold. (Although this may range around 500 for a rebellious troublesome slave, or 2000 for an attractive female). They count as a level 1 commoner, and a slave bracer is included. Slaves can carry 1 man-load (about 200 pounds) when traveling. Two or three slaves are sufficient for taking surplus items to town.

**Guars:** An average pack guar will cost about 1500 gold. They can carry 400 pounds of gear, or two man-loads. One pack-guar will allow you to bring gear to towns.



## **Training:**

Players have the option to go out and pay people to train them in certain skills. Sometimes a player might find that a skill needs to be slightly higher, or they wish to start branching out in what they are able to do.

Because training takes time, it should only normally be done between sessions. It also sometimes requires a roll for the trainer to be found and a good bit of gold.

Naturally, the first step of getting trained with the use of a skill is finding someone who can train it. Sometimes this is pretty straight-forward, as the character may be part of the Mages Guild and the local Mages Guild Hall almost certainly has it. Or you might want to find someone in Vivec who teaches Speechcraft. Those situations are more complex. The GM can decide if there is a trainer or not, or leave it to chance.

### **Rolling to find a Trainer:**

If leaving it to chance, have the player roll a dice, aiming for low. A result of 50 or less means that a trainer has been located. A failure means that the day has been spent searching for such a trainer. (Either no trainer exists in that place, or the player needs to look more) Modify the result accordingly to find out the result-

Looking within a-

City (*Vivec*): Minus 20 to the roll

Large Town (*Suran, Balmora*): Minus 10

Town: (*Peliagad, Caldera*): Add 10

Village: Add 30

### **Forking up Your Gold:**

Once a trainer has been found they will ask for a certain amount of gold. The gold cost is (current skill value) squared, divided by two.  $((\text{current skill value})^2) / 2$ . The character then must spend the next 12 hours with the trainer, being shown how to do whatever. If this trainer is mildly hostile feel free to increase the price anywhere from 50-100%.

Having someone train your skill does not grant any experience unless the skill is 25 or higher.

## **Mercenaries:**

There comes a time when a party is lacking a defensive warrior, or could use a mage, or want to be backed up by ten people with not-so perfect ethics. The answer to these problems is mercenaries, and they will gladly assist anyone who has the gold.

There are a number of different kinds of mercenaries that may be hired by the players, and each is done slightly differently. Simply follow the steps bellow.

### **Type of Mercenary(s)-**

Lvl.2 NPC for 150g

Lvl.4 NPC for 250g

Lvl.x Adventurer for a variable amount of gold\*

*\* If a single adventurer is hired, they will ask for an equal share of loot and earnings as the PC's. If instead a number of them are grabbed, they will ask for a total of 40%, split among themselves. If the prospects don't look rewarding they will up front refuse. On the plus side, they are an equal level as the PC's, and have nearly as good equipment.*

### **Equipment- (Ignore if adventurer)**

Lightly Armored for an additional 0g. (Light armor, swords, maybe some shields, bows, spears, etc.)

Heavily Armored for 2x gold. (Plate, claymores, sword and board, etc.)

Magus for 3x gold. (Robes, staff, short-sword, lots of combat magic)

### **Guild Status-**

Fighters Guild – Ask for another 150g.

Mages Guild – Ask for another 250g.

A note: Fighter and Mages guild members are somewhat honorable, and as such will not steal everything non-bolted down they encounter. Mercenaries are a bit more loot happy.

### **Reason for hiring-**

Escorting something, guarding a place for a few days, scouting a region- Same price

Dungeon Crawling- Another 200g

Daedric Tomb exploring- 2x gold

Ghostgate Stuff: 4x gold

The process of hiring these mercenaries differ. To go grab some simple warriors or non-guild mages it is often easy enough to pop into a tavern and shout that you want some back up. For dragging some guild people along, one must normally speak with the local guild-leader and explain what they need.

It is also important to keep in mind that these are living, breathing people working to pay their bills. If your mercenaries consecutively don't return then guilds or friends of the deceased will start getting pissed. This is a bad thing.

## Weapon Directory:

Name	Blunt	Pierce	Slash	Effects	Weight	Cost
------	-------	--------	-------	---------	--------	------

### Improvised Weapons

Small <sup>2</sup>	4*					
Medium <sup>2</sup>	8*			STR Bonus x2, Last initiative		
Large <sup>2</sup>	12*			STR Bonus x3, Last initiative, no block		

\*- Damage type is appropriate to the object and how it is used

2- Small could be bottles, medium could be a chair, and large most of a table

### Chitin

Dagger		5	2		3lb	8
Club	5				6lb	7
Shortsword		5	6		7lb	11
Longblade		5	8		12lb	15
Axe	6		7		9lb	10
War Axe	6		10	2H	16lb	17
Staff	3			2H, reach	7lb	8
Spear	3	7		2H, reach	10lb	14
Bow		8		2H. 40 ft range.	2lb	23
Throwing Knife		4		20 foot range	1lb	3

### Iron

x4 for silver

Dagger		6	3		2lb	10
Shortsword		5	7		5lb	16
Mace	6				10lb	11
Spiked Club		6			6lb	13
Longblade		6	10		10lb	22
Axe	6		8		7lb	16
War Axe	7		11	2H	13lb	25
Staff	4			2H, reach	6lb	13
Spear	3	8		2H, reach	8lb	15
Halberd	3	7	9	2H, reach	13lb	20
Katar		7	3		3lb	14
Warhammer	8			2H	15lb	30
Claymore		4	12	2H	13lb	36
Bow		15		2H. One turn to reload, 40 foot range	3lb	30
Throwing Knife		5		25 foot range	1lb	4

### Steel

Dagger		6	3		1lb	13
Shortsword		5	7		4lb	24
Mace	7				8lb	22
Spiked Club		6			6lb	27
Longblade		7	10		8lb	30
Katana		6	12	-0/2/2 against heavy	9lb	120
Axe	6		9		7lb	20



War Axe	6	12	2H	12lb	42
Staff	5		2H, reach	5lb	20
Spear	3	9	2H, reach	7lb	24
Halberd	3	8 10	2H, reach	13lb	40
Katar		7 3		2lb	20
Warhammer	9			12lb	50
Claymore		5 13		8lb	60
Longbow	16		2H. One turn to reload. 50 foot range.	6lb	50
Hand Crossbow	10		Two turns to reload. 30 foot range.	4lb	80
Light Crossbow	15		2H. Four turns to reload. 60 foot range.	10lb	120
Crossbow	25		2H. Eight turns to reload. 100 foot range.	20lb	200

*Crossbows may be kept loaded for up to 20 minutes, longer breaks*

Throwing Knife	5		30 foot range	1lb	6
----------------	---	--	---------------	-----	---

### **Bonemold**

Shortsword	5	8		5lb	45
Mace	8			9lb	40
Spiked Club	8			7lb	50
Longblade	8	10		9lb	65
Katana	7	12	-0/2/2 against heavy	10lb	260
Axe	7	9		10lb	52
War Axe	7	13	2H	13lb	70
Staff	5		2H, reach	6lb	40
Spear	3	10	2H, reach	8lb	50
Glaive	4	11	2H, reach	15lb	90
Warhammer	10		2H	14lb	80
Dai-Katana	7	13	2H, -0/2/2 against heavy	13lb	300
Longbow	17		2H. One turn to reload. 60 foot range.	8lb	120

### **Orcish**

Longblade	9	13		10lb	1300
Spiked Club	9			8lb	1000
War Axe	10	14	2H	15lb	2000
Warhammer	12			17lb	1800

### **Dwarven:**

Dagger		8 5		2lb	200
Shortsword	7	9		7lb	450
Mace	8			12lb	440
Spiked Club	8			9lb	580
Longblade	9	12		12lb	750
Axe	9	11		10lb	650
War Axe	9	13	2H	18lb	700
Staff	6	6	2H, reach	10lb	400

Spear	4	11		2H, reach	10lb	480
Katar		9	4		3lb	400
Warhammer	11			2H	16lb	1000
Claymore		7	14	2H	15lb	960
Longbow		18		2H. One turn to reload. 60 foot range.	10lb	700
Light Crossbow		17		2H. Four turns to reload. 70 foot range.	12lb	1000
Crossbow		30		2H. Eight turns to reload. 110 foot range.	25lb	1600

*Crossbows may be kept loaded for up to 20 minutes, longer breaks*

### **Ebony/Glass**

**x5 for ebony**

Dagger	9	6		2lb	400	
Shortsword		8	10	8lb	960	
Mace	9			16lb	960	
Spiked Club		9		12lb	1040	
Longblade		10	13	16lb	1500	
Katana		8	15	-0/2/2 against heavy	18lb	6000
Axe	10		11	2H	14lb	1320
War Axe	10		14	2H	24lb	1440
Staff	6		7	2H, reach	10lb	800
Spear	4	12		2H, reach	14lb	920
Katar		10	5		4lb	1120
Warhammer	12			2H	24lb	2400
Claymore		8	15	2H	16lb	2800
Longbow		19		2H. One turn to reload. 60 foot range.	12lb	2400
Throwing Knife		6		30 foot range.	2lb	60

### **Daedric**

Dagger	11	8		5lb	10000
Shortsword	10	12		12lb	20000
Mace	11	13		22lb	24000
Longblade	12	15		30lb	40000
Katana	10	16	-0/2/2 against heavy	25lb	100000
Axe	12	13	2H	36lb	30000
War Axe	12	16	2H	45lb	50000
Staff	8	9	2H, reach	12lb	14000
Spear	6	14	2H, reach	21lb	20000
Katar	12	7		8lb	15000
Warhammer	14		2H	47lb	30000
Claymore	10	17	2H	40lb	80000
Longbow	23		2H. One turn to reload. 70 foot range.	18lb	5000
Throwing Knife	7		30 foot range	3lb	5000
Crossbow	37	0	2H. Eight turns to reload. 120 foot range.	35lb	120000

## Armor Directory:

Armor locations: Torso, pauldrons, greaves, helm, boots, gloves

Other counts as whatever parts not listed.

Thusly you would need to buy a helm, torso armor, greaves, and three pieces of other to have a full suit of armor.

Leather\* and Chainmail\* may be worn in addition to Heavy Armor, combining the AC's.

Name	Location	Type	Blunt/Pierce/ Slash			Weight	Cost
<b>Clothes</b>	<i>Any</i>	<i>Unar</i>	<i>0</i>	<i>0</i>	<i>1</i>	<i>1lb</i>	<i>4-60</i>
<b>Leather*</b>	<i>Torso</i>	<i>Light</i>	<i>1</i>	<i>3</i>	<i>4</i>	<i>7lb</i>	<i>30</i>
	<i>Other</i>	<i>Light</i>			<i>1</i>	<i>3lb</i>	<i>12</i>
	<i>Pauldrons</i>	<i>Light</i>			<i>2</i>	<i>4lb</i>	<i>18</i>
	<i>Helm</i>	<i>Light</i>			<i>1</i>	<i>2lb</i>	<i>10</i>
<b>Boiled Netch Leather</b>	<i>Helm</i>	<i>Light</i>	<i>0</i>	<i>1</i>	<i>2</i>	<i>4lb</i>	<i>17</i>
<b>Chitin</b>	<i>Torso</i>	<i>Light</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>10lb</i>	<i>40</i>
	<i>Greaves</i>	<i>Light</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>8lb</i>	<i>35</i>
	<i>Other</i>	<i>Light</i>	<i>2</i>	<i>2</i>	<i>3</i>	<i>3lb</i>	<i>15</i>
	<i>Helm</i>	<i>Light</i>	<i>2</i>	<i>2</i>	<i>3</i>	<i>6lb</i>	<i>20</i>
<b>Glass</b>	<i>Torso</i>	<i>Light</i>	<i>4</i>	<i>5</i>	<i>10</i>	<i>18lb</i>	<i>28000</i>
	<i>Greaves</i>	<i>Light</i>	<i>4</i>	<i>5</i>	<i>10</i>	<i>9lb</i>	<i>17600</i>
	<i>Other</i>	<i>Light</i>	<i>3</i>	<i>4</i>	<i>8</i>	<i>6lb</i>	<i>8000</i>
	<i>Helm</i>	<i>Light</i>	<i>3</i>	<i>3</i>	<i>9</i>	<i>3lb</i>	<i>12000</i>
<b>Imperial Chain</b>	<i>Torso</i>	<i>Medi</i>	<i>1</i>	<i>1</i>	<i>7</i>	<i>14lb</i>	<i>75</i>
	<i>Greaves</i>	<i>Medi</i>	<i>1</i>	<i>1</i>	<i>7</i>	<i>14lb</i>	<i>60</i>
	<i>Other</i>	<i>Medi</i>	<i>1</i>	<i>0</i>	<i>6</i>	<i>9lb</i>	<i>30</i>
	<i>Helm</i>	<i>Medi</i>	<i>1</i>	<i>1</i>	<i>5</i>	<i>9lb</i>	<i>25</i>
<b>Chainmail*</b>	<i>Torso</i>	<i>Medi</i>	<i>1</i>	<i>2</i>	<i>6</i>	<i>13lb</i>	<i>90</i>
	<i>Greaves</i>	<i>Medi</i>	<i>1</i>	<i>2</i>	<i>6</i>	<i>13lb</i>	<i>75</i>
	<i>Other</i>	<i>Medi</i>	<i>1</i>	<i>1</i>	<i>5</i>	<i>8lb</i>	<i>35</i>
	<i>Helm</i>	<i>Medi</i>	<i>0</i>	<i>1</i>	<i>5</i>	<i>8lb</i>	<i>30</i>
<b>Bonemold</b>	<i>Torso</i>	<i>Medi</i>	<i>2</i>	<i>4</i>	<i>7</i>	<i>28lb</i>	<i>350</i>
	<i>Greaves</i>	<i>Medi</i>	<i>2</i>	<i>4</i>	<i>7</i>	<i>28lb</i>	<i>220</i>
	<i>Other</i>	<i>Medi</i>	<i>2</i>	<i>3</i>	<i>7</i>	<i>9lb</i>	<i>100</i>
	<i>Pauldrons</i>	<i>Medi</i>	<i>2</i>	<i>4</i>	<i>8</i>	<i>14lb</i>	<i>240</i>
	<i>Helm</i>	<i>Medi</i>	<i>1</i>	<i>3</i>	<i>8</i>	<i>7lb</i>	<i>150</i>
<b>Scalemail</b>	<i>Torso</i>	<i>Medi</i>	<i>1</i>	<i>4</i>	<i>7</i>	<i>22lb</i>	<i>72</i>



<b>King's Mail</b>	Torso	Medi	2	3	7	18lb	150
	Greaves	Medi	2	3	7	18lb	125
	Other	Medi	2	2	6	12lb	62
	Helm	Medi	1	2	6	10lb	50
<b>Orcish</b>	Torso	Medi	3	5	9	20lb	1200
	Greaves	Medi	3	5	9	20lb	900
	Other	Medi	3	4	9	7lb	600
	Helm	Medi	1	3	7	5lb	300
<b>Imperial Dragonscale</b>	Torso	Medi	2	7	9	30lb	500
	Greaves	Medi	2	7	9	25lb	650
	Other	Medi	2	6	9	10lb	100
	Helm	Medi	1	5	7	10lb	130
<b>Indoril</b>	Torso	Medi	3	6	10	20lb	x
	Greaves	Medi	3	6	9	20lb	x
	Other	Medi	3	5	9	7lb	x
	Pauldrons	Medi	1	5	9	5lb	x
	Helm	Medi	1	4	8	5lb	x
<b>Iron</b>	Torso	Heav	2	4	8	30lb	100
	Greaves	Heav	2	4	7	30lb	75
	Pauldrons	Heav	3	5	9	15lb	40
	Helm	Heav	2	4	9	8lb	30
	Other	Heav	2	3	7	10lb	35
<b>Steel</b>	Torso	Heav	3	5	9	20lb	150
	Greaves	Heav	3	5	9	20lb	115
	Pauldrons	Heav	3	6	10	16lb	95
	Helm	Heav	3	5	10	7lb	60
	Other	Heav	2	4	8	6lb	56
<b>Imperial Steel</b>	Torso	Heav	2	5	10	20lb	200
	Greaves	Heav	2	5	10	20lb	165
	Pauldrons	Heav	2	6	11	16lb	90
	Helm	Heav	2	5	11	7lb	70
	Other	Heav	2	4	9	5lb	58
<b>Imperial Templar Plate</b>	Torso	Heav	3	5	10	20lb	250
	Greaves	Heav	3	5	10	20lb	185
	Pauldrons	Heav	3	6	11	16lb	100
	Helm	Heav	2	5	11	7lb	80
	Other	Heav	2	4	9	5lb	65

<b>Dwarven</b>	<i>Torso</i>	<i>Heav</i>	4	6	10	35lb	1000
	<i>Greaves</i>	<i>Heav</i>	4	6	9	35lb	900
	<i>Pauldrons</i>	<i>Heav</i>	4	7	11	15lb	720
	<i>Helm</i>	<i>Heav</i>	3	6	11	9lb	630
	<i>Other</i>	<i>Heav</i>	3	5	9	8lb	500
<b>Ebony</b>	<i>Torso</i>	<i>Heav</i>	5	7	12	40lb	35000
	<i>Greaves</i>	<i>Heav</i>	5	7	12	36lb	22000
	<i>Pauldrons</i>	<i>Heav</i>	5	7	12	20lb	24000
	<i>Helm</i>	<i>Heav</i>	5	6	11	10lb	15000
	<i>Other</i>	<i>Heav</i>	4	6	10	9lb	10000
<b>Daedric</b>	<i>Torso</i>	<i>Heav</i>	6	9	14	90lb	70000
	<i>Greaves</i>	<i>Heav</i>	6	9	14	54lb	44000
	<i>Pauldrons</i>	<i>Heav</i>	6	9	14	60lb	48000
	<i>Helm</i>	<i>Heav</i>	6	8	13	20lb	15000
	<i>Other</i>	<i>Heav</i>	5	8	11	60lb	20000

Quick armor sheet:

**Full Clothes:** All locations, AC: 0/0/1, 6 lbs, 24-300 gold

**Clothes, minus Helm:** AC: 0/0/1, 5 lbs, 7-250 gold

*Clothing worth 4g a piece is common, 20g is considered expensive, and 60g is extravagant.*

**Full Leather:** 21 lbs, 94 gold

**Full Chitin:** 33 lbs, 140 gold

**Chitin, minus Helm:** 26 lbs, 120 gold

**Full Glass:** 48 lbs, 81600 gold

**Full Glass, minus Helm:** 45 lbs, 69600 gold

**Full Chainmail:** 58 lbs, 155 gold

**Full Chainmail, minus Helm:** 50 lbs, 135 gold

**Full Bonemold:** 104 lbs, 545 gold

**Bonemold, minus Helm:** 97 lbs, 485 gold

**Full Iron:** 103 lbs, 315 gold

**Iron, minus Helm:** 95 lbs, 285 gold

**Full Steel:** 75 lbs, 457 gold

**Steel, minus Helm:** 68 lbs, 415 gold

**Full Dwarven:** 110 lbs, 4250 gold

**Dwarven, minus Helm:** 101 lbs, 3620 gold

**Full Ebony:** 124 lbs, 116000 gold

**Ebony, minus Helm:** 115 lbs, 101000 gold

**Full Daedric:** 344 lbs, 217000 gold

**Daedric, minus Helm:** 324 lbs, 202000 gold

## Shield Directory:

Name	Block+	Blunt/Pierce/ Slash			Weight	Cost
<b>Leather, Light</b>						
Buckler	-10	0	9	7	4 lbs	9
Small Shield	-5	2	10	9	7 lbs	12
Shield	0	3	11	10	10 lbs	15
<b>Chitin, Light</b>						
Buckler	-10	0	9	8	4 lbs	12
Shield	0	3	11	10	6 lbs	19
Tower Shield	+10	4	12	12	9 lbs	40
<b>Glass, Light</b>						
Tower Shield	+10	5	13	18	9 lbs	20000
<b>Bonemold, Medium</b>						
Buckler	-10	1	10	9	7 lbs	50
Shield	0	3	12	11	10 lbs	90
Tower Shield	+10	4	14	13	15 lbs	150
<b>Imperial, Medium</b>						
Buckler	-10	1	9	9	6 lbs	24
Shield	0	2	10	12	9 lbs	48
Tower Shield	+10	3	13	13	13 lbs	70
<b>Orcish, Medium</b>						
Shield	0	4	11	14	12 lbs	360
Tower Shield	+10	5	14	15	17 lbs	600
<b>Iron, Heavy</b>						
Buckler	-10	2	10	9	9 lbs	19
Shield	0	3	11	11	15 lbs	40
Tower Shield	+10	4	13	13	22 lbs	70
<b>Steel, Heavy</b>						
Buckler	-10	3	11	10	8 lbs	30
Shield	0	4	12	11	14 lbs	60
Tower Shield	+10	4	14	14	20 lbs	120
<b>Templar, Heavy</b>						
Tower Shield	+10	4	16	14	22 lbs	200



**Dwarven, Heavy**

Shield	0	4	13	12	28 lbs	1000
Tower Shield +10		5	15	15	40 lbs	1200

**Ebony, Heavy**

Buckler	-10	4	13	14	14 lbs	15000
Shield	0	5	14	15	24 lbs	25000
Tower Shield +10		5	16	18	32 lbs	35000

**Daedric, Heavy**

Shield	0	6	20	23	46 lbs	60000
Tower Shield +10		7	22	26	55 lbs	80000

## Common Enchanted Items

These are items straight from an enchanter, cheap, good, and with batteries included.

<i>Name</i>	<i>Type</i>	<i>Effects</i>	<i>Weight/Cost</i>
<i>Amulet of Opening</i>			
21 mana – (touch) Open 20 for 7 mana			0 lbs / 8
<i>Amulet of Stamina</i>			
15 mana – (self) Restore 1 fatigue for 3 mana			0 lbs / 12
<i>Gloves of the Monk</i>	Cloth, has 0/0/1 armor		3 lbs / 20
10 mana – (on strike) Damage 12hp for 10 mana			
<i>Ring of Transcendant Wisdom</i>			
20 mana – (self) Fortify Conjuration 10 for 10 rounds for 5 mana			0 lbs / 20
<i>Ring of Transfiguring Wisdom</i>			
20 mana – (self) Fortify Enchant 7 for 10 rounds for 4 mana			0 lbs / 20
<i>Robes of the Apprentice</i>	has 0/0/1 armor		3 lbs / 40
Fortify Intelligence 2, Fortify Willpower 2			
<i>Steel Viperdagger</i>	Steel dagger, 0/6/3 damage		2 lbs / 45
10 mana – (strike) 6 Poison damage for 4 mana			
<i>Slave Bracer</i>	Iron gauntlet, 1/2/4 armor, requires plantation key		5 lbs / 50
(self) Damage magic 1 point, constant			
20 gold for 30 difficulty lock and key			
30 gold for 40 difficulty lock and key			
50 gold for 70 difficulty lock and key		Priceless- weld that bastard shut	
<i>Belt of Free Action</i>	Cloth or leather		2 lbs / 50
60 mana – (self) Cure paralysis for 13 mana			
<i>Ring of Healing</i>			
10 mana – (touch) Restore 7HP, 10 mana			0 lbs / 60
<i>Ring of Vampire's Kiss</i>			
60 mana – (touch) Absorb 5 health for 9 mana			0 lbs / 60
<i>Eye-Maze Ring</i>			
20 mana – (self) Chameleon 20 for 3 rounds, 15 mana			0 lbs / 69
<i>Scepter of Light</i>	Steel mace, 6/0/0 damage		8 lbs / 80
30 mana – (ranged) Light area of 20 feet, 7 rounds, for 10 mana			

<i>Mojo Ring</i>		0 lbs / 85
20 mana – (touch) Charm 20, 13 rounds, for 20 mana		
<i>Steel Viperblade</i>	Steel shortsword, 0/5/7 damage	6 lbs / 100
20 mana – (strike) 6 Poison damage for 4 mana		
<i>Watcher's Belt</i>	Leather	3 lbs / 100
20 mana – (self) Sanctuary 20 for 2 rounds, 17 mana		
<i>Berserkers Axe</i>	Iron axe, 6/0/7 damage	6 lbs / 110
20 mana – (strike) Fortify health 11, 15 rounds, for 20 mana		
<i>Feather Shield</i>	Imperial tower shield, +10 block, has 3/13/13 AC	13 lbs / 120
30 mana – (self) Feather 20 for 3 rounds, 7 mana		
<i>Shield of Light</i>	Imperial tower shield, +10 block, has 3/13/13 AC	13 lbs / 120
30 mana – (self) Light 20 for 5 rounds, self, 9 mana		
<i>Velothian Helm</i>	Chitin, has 2/2/3 armor	11 lbs / 135
20 mana – (self) Restore 7HP for 10 mana		
<i>Steel Shockblade</i>	Steel shortsword, 0/5/7 damage	6 lbs / 150
30 mana – (strike) 4 Shock damage for 3.5 mana		
<i>Frostbite Waraxe 2H</i>	Steel waraxe, 7/0/10 damage, 2H	12 lbs / 165
30 mana – (strike) 4 Frost damage for 3.5 mana		
<i>Staff of the Apprentice</i>	Chitin, 3/0/0 damage, 2H, reach	4 lbs / 170
20 mana – (self) Fortify mana 18, 3 rounds, for 20 mana		
<i>Fleshbiter 2H sword</i>	Steel claymore, 0/5/13 damage, 2H	12 lbs / 175
30 mana – (strike) Damage health 3 points for 2.5 mana		
<i>Ring of Chilly Death</i>		0 lbs / 200
20 mana – (touch) 25 Frost damage for 20 mana		
<i>Ring of Mark</i>		0 lbs / 200
20 mana – (self) Mark location for 20 mana		
<i>Ring of Aversion</i>		0 lbs / 200
20 mana – (self) Invisibility for 3 rounds, 10 mana		
<i>Brawler's Belt</i>	Leather	3 lbs / 250
30 mana – (self) Shield 5 for 7 rounds, 14 mana		



<i>Ring of Medusa's Gaze</i>		0 lbs / 270
100 mana – (target) Paralyze 2 rounds for 5 mana		
<i>Girth of the Necromancer</i>	Leather belt	1 lb / 300
40 mana – (self) Conjure skeleton 7 rounds for 12 mana, max 1 skel		
<i>Demolisher, 2H</i>	Steel maul, 9/0/0 damage, 2H	15 lbs / 340
60 mana – (strike) Disintegrate 1 point for 7.5 mana		
<i>Ring of Toxic Cloud</i>		0 lbs / 400
32 mana – (touch) Poison 10 for 5 rounds, within 10 feet, for 32 mana		
<i>Champion Belt</i>	Leather and iron	5 lbs / 450
30 mana – (self) Shield 10 for 7 rounds, 24 mana		
<i>Amulet of Slowfall</i>		1 lb / 700
30 mana – (touch) Slowfall 7 rounds for 10 mana		
<i>Helm of Wounding</i>	Dwarven, has 3/6/11 armor	12 lbs / 750
60 mana – (target) Damage health 7 for 10 mana		
<i>Staff of Blizzards</i>	Bonemold staff, 5/0/0 damage, 2H, reach	5 lbs / 1000
60 mana – (target) 12 Frost damage for 9.5 mana		
<i>Silver Staff of War</i>	Silver staff, 4/0/0 damage, 2H, reach	8 lbs / 1200
60 mana – (target) 5 Fire/Frost/Shock damage for 12 mana		
<i>Lute of Awesomeness</i>		10 lbs / 1500
60 mana – (self) Charm 48 points, 30 feet area, 7 rounds, 60 mana		
<i>Pauldrons of the Juggernaught</i>	Dwarven, has 4/7/11 armor	20 lbs / 1860
Fortify Strength 5, Fortify Endurance 5		
<i>Bulwark of Faith</i>	Steel shield, has 4/12/11 armor	14 lbs / 2600
Fortify Willpower 15		
<i>Boots of Blinding Speed</i>	Chitin, has 2/2/3 armor	4 lbs / 5000
Blind 100%, Fortify Speed 100		

## Scrolls:

<i>Scroll of Celerity</i> Fortify Speed 20 for 20 rounds	1 lb / 112
<i>Scroll of Divine Intervention</i> Divine Intervention on self	1 lb / 63
<i>Scroll of Drathi's Winter Guest</i> 20 Frost damage in 5 feet on touch	1 lb / 74
<i>Scroll of Fphyggi's Gem-Feeder</i> Soultrap for 20 rounds on target	1 lb / 195
<i>Scroll of Healing</i> Restore 6 health for 3 rounds on self	1 lb / 157
<i>Scroll of Ondusi's Unhinging</i> Unlock 50 on touch	1 lb / 73
<i>Scroll of Purity of Body</i> Cure Common Disease on self Restore Health 75 on self	Cure Blight Disease on self Restore Fatigue 20 on self 1 lb / 348

## Mundane Items:

<i>Name</i>	<i>Effects</i>	<i>Weight//Cost</i>	
Food Ration (1 day)		3 lbs	10 gold
Food (1 meal)		1 lb	5 gold
Water Flask (2 days)		5 lbs	10 gold
Mazte	Drunkenness +10, KO:Endurance	2 lbs	10 gold
Sujamma	Drunkenness +30, KO: Endurance	3 lbs	30 gold
Wine	Drunkenness +20, KO:Endurance	1 lb	3 gold
Fine Wine	Drunkenness +20, KO:Endurance	1 lb	20 gold
Kwama Egg		2 lbs	7 gold
Large Kwama Egg		3 lbs	10 gold
Kwama Jelly		2 lbs	15 gold
Rope (hew, 15')		3 lbs	20 gold
Spider Silk (6')		1 lb	30 gold
Bedroll	Can sleep, used with tent	10 lbs	60 gold
Tent	Can sleep, fits one person	15 lbs	150 gold
Bed (cheap inn)	Can sleep	x	15 gold
Bed (decent inn)	Can sleep	x	25 gold
Mortar and Pestle	Used for making potions	6 lbs	50 gold
Calcinator	Used for making advanced potions	13 lbs	100 gold
Reagents	Allows a batch of potions to be made	2 lbs	10 gold
Lock pick	Allows picking	0 lbs	5 gold
Probe	Can set off traps safely	1 lb	15 gold
Quiver	Carries up to 20 bolts/arrows/things	2 lbs	10 gold
Large Quiver	Carries up to 30 bolts/arrows/things	3 lbs	15 gold
Arrow x10	Shot from bows	2 lbs	10 gold
Bolt x10	Shot from crossbows	4 lbs	20 gold
<i>Potions</i>			
Restore HP (minor)	Restores 3hp for 2 rounds	2 lbs	10 gold
Restore HP	Restore 4hp for 3 rounds	2 lbs	20 gold
Restore HP (greater)	Restore 5hp for 4 rounds	2 lbs	75 gold
Restore M (minor)	Restores 4 mana for 2 rounds	2 lbs	10 gold
Restore M	Restore 5 mana for 3 rounds	2 lbs	20 gold
Restore M (greater)	Restore 6 mana for 5 rounds	2 lbs	75 gold
Restore Attribute	Restore 5 attribute	2 lbs	75 gold
^ Specific to potion			
Smithy Forge Kit	Allows creating tier 1 items once built	800 lbs	1,500 gold
Tannery Kit	With a Forge, allows tier 2 items	600 lbs	800 gold
Glass Forges Kit	With previous forges can build tier 3 items	1200 lbs	7,000 gold
Soulforge Kit	Requires previous forges, build tier 4 items	800 lbs	10,000 gold
Torch	Light 40 on self, lasts upwards of 20 minutes	4 lbs	5 gold



Slave	Normally Khajiit or Argonian has bracer	x lbs	500-1000 gold
Female Slave	An attractive humanoid female with bracer	x lbs	1500-2000 gold
Guar	Carries 400lbs of gear, eats grass in return	x lbs	1500 gold
Petty Soulgem	Capacity of 30 soul	.5 lb	5 gold
Lesser Soulgem	Capacity of 60 soul	1 lb	10 gold
Common Soulgem	Capacity of 120 soul	2 lbs	20 gold
Greater Soulgem	Capacity of 180 soul	3 lbs	40 gold
Grand Soulgem	Capacity of 600 soul	5 lbs	80 gold
Anchorite Materials	Allows construction of an Achorite	50 lbs	300 gold
Cheap Ring/Amulet	Ornate. Made of wood or copper	0 lbs	15 gold
Expensive Ring/Amulet	Emerald, ruby, or granite gem	0 lbs	30 gold
Extravagant Ring/Amulet	Wood, has silver or bronze designs	0 lbs	60 gold
Exquisite Ring/Amulet	Made out of solid silver	0 lbs	240 gold

## Merchant Item Lists:

Use these lists as a basis for what a merchant may have. Naturally, different individuals would have slightly different wares.

<b>Clothier, Small-</b> Fabrics, Shears, Thread, unenchanted Clothing bellow Extravagant equality.	Carries 200-500 gold
<b>Clothier, Rich-</b> Fabrics, Shears, Thread, unenchanted Clothing of all sorts, one or two enchanted items	Carries 500-1500 gold
<b>Armorer-</b> Iron/Steel/Bonemold helms, Repair Hammers, Iron/Steel weapons	Carries around 800 gold
<b>Pawnbroker-</b> Lockpicks, Probes, Assorted housewares, Iron/Steel throwing weapons, Arrows and Bolts	Carries a few hundred gold
<b>Blacksmith-</b> Class two forge, Repair Hammers, Tongs, Blacksmithy Tools, Chitin/Iron weapons	Carries 1000-2000 gold
<b>Weaponsmith-</b> All weapons prior to Dwarven quality, and only relevant to Blacksmithy type. Might have a single glass weapon of random type.	Carries 1000-2000 gold
<b>Armorsmith, Small-</b> Armor prior to Imperial, and only relevant to Blacksmithy type	Carries around 800 gold
<b>Armorsmith, Rich-</b> All armor prior to glass, and only relevant to Blacksmithy type.	Carries 1500-4000 gold
<b>Trader, Small-</b> Common Clothes, random Housewares, Silverware, Candles, Iron/Chitin weapons, Leather/Iron armor	Carries 300-800 gold
<b>Trader, Rich-</b> Everything the <i>Trader, Small</i> has. Will have a few enchanted steel weapons of high quality, maybe an ebony or glass weapon or two, random pieces of Steel/Dwarven armor.	Carries 2000-200000 gold
<b>Kwama Merchant-</b> Has upwards of 80 kwama eggs, pulled in a cart by a trusty guar.	Too poor for gold
<b>Enchanter-</b> Will normally have about 8-10 random enchanted items, in addition to a variety of scrolls.	Carries 400-8000 gold
<b>Jeweler-</b> Carries all sorts of rings and amulets, the occasional gem,	Carries 200-600 gold

## Spells:

You can cast any spell provided you have enough mana and roll good enough.

- Should there be a magnitude, area, and a duration mana cost where the per second mana cost is (something)x, then you must be careful with the math. The x inside the duration '(something)x' mana is the magnitude + area mana cost.

I.e. with a magnitude 10 ranged fire spell, with a ten-foot area, the mana cost for each second would be 9.  $((7.5 \text{ for magnitude} + 2.5 \text{ for area}) \times .9)$

- A caster can use a touch spell on themselves

## Example creating spells:

*Boris the Guar Destroyer wishes to create a fire spell. (Mmm, roasted Guar). He decides to have the magnitude of the spell be 15, and for the thing to be a Target spell. Looking at 'Fire Damage – Target', he sees that it is .50 mana for each magnitude. So far the spell costs 7.5 mana.  $(.5 \times 15)$  Wanting an explosion, he adds 10 area, for an additional 2.5 mana.  $(.25 \times 10)$  So far it takes 10 mana. Still not satisfied, the duration is increased to three rounds. Before it was instant, and cost no extra mana for the duration. The duration column says 90% mana each round if longer then one.*

*Since we chose 3 rounds, and that is greater then one, we first reduce the mana cost by 10%. (90% mana each round, if longer then one), and then times it by 3.  $(10 \times 0.9 \times 3)$  The end result is 27 mana. Pretty hefty, but it does 45 damage to everyone caught in the blast, eventually.*

*To finish it off we calculate the difficulty and gold cost. The difficulty is 50-3M  $(50 - (3 \times 27))$  and the gold cost is  $4.5 \times M$   $(4.5 \times 27)$  We finish it, getting a difficulty of -31, and a gold cost of 122 gold. Pretty damn difficult to cast, all things considered.*

*Miner wants to make a summon scamp spell. Since he is getting his free Conjunction spell from majoring in it, he only has 10 mana to make a spell with. He looks at the table. No magnitude cost, only takes 2.1 mana per round. Miner divides 10 by 2.1 to get 4.7, which is the maximum amount of time he can do for 10 mana. Not quite 5 rounds, but 4 would work. Happy, he decides upon 4 rounds and calculates the rest of the spell. 37 difficulty, 46 gold. Miner doesn't have to purchase this starter spell since he majors in Conjunction.*

## Regaining Mana:

A one-hour nap out in the wilderness will regenerate half of a player's mana. This cannot be done in town due to the noise and amount of people. Mana is somewhat drawn to people, and crowds will eat away at the already small amounts of it. Stone towers anyone?

Getting at least two hours of uninterrupted sleep out in the wilderness, or a full night of sleep in a comfy bed will restore a character's mana completely and make them less grumpy.

Otherwise you may not regain mana.



## **Resisting Spells:**

Certain determined individuals are able to resist the effects of hostile spells, literally dispelling them through sheer willpower. Their disbelief in the enemy magic is alone enough to shield them from it.

If someone with a high willpower (50 or higher) is hit by a hostile spell, roll a D100. Their resist amount is their Willpower/3. If the D100 is less than or equal to this number the spell does nothing.

## **Scrolls:**

Scrolls cost 10 gold + the spell gold cost. They crumble apart upon use and always cast.

---

## Pre-Made Spells

In this section are a number of pre-made spells helpful for characters that wish to quickly buy spells. Other premade spells (relevant to starting characters) are included in the appropriate Spell Sections, above the spell descriptions.

### Alteration:

<i>Burden of Sin – (touch) 12 mana, +34 difficulty, burden 30 for 5 rounds</i>	54g
<i>Greater Burden of Sin – (target) 21 mana, +22 difficulty, burden 50 for 6 rounds</i>	92g
<i>Unlock – (touch) 10 mana, +37 difficulty, Open 50</i>	42g
<i>Tinur's Hoptoad – (self) 16 mana, +29 difficulty, Jump 20 for 3 rounds</i>	80g
<i>Wyshi's Great Jump – (self) 20 mana, +24 difficulty, Jump 45 for 1 round</i>	100g
<i>First Barrier – (self) 10 mana, +27 difficulty, 3 shield for 6 rounds</i>	46g
<i>Second Barrier – (self) 16 mana, +20 difficulty, 5 shield for 10 rounds</i>	74g
<i>Third Barrier – (self) 20 mana, +14 difficulty, 7 shield for 10 rounds</i>	92g
<i>Fourth Barrier – (self) 32 mana, -1.6 difficulty, 10 shield for 20 rounds</i>	148g

### Conjuration:

<i>Duke's Cuddly Friend – (self) 26 mana, +17 difficulty, Summon Daedroth 5 rounds</i>	140g
<i>Daedric Visage – (self) 39 mana, +23 difficulty +28 difficulty +30 difficulty +35 difficulty</i>	
<i>Bound Helm, Curiass, Pauldrons, Greaves for 5 rounds. Fortify armor skills 20.</i>	202g
<i>Shard's Armament – (self) 24 mana, +29 difficulty +26 difficulty</i>	
<i>Bound Longsword, Shield for 6 rounds. Forti. Longblade 5, Forti. Block 10</i>	126g

### Destruction:

<i>Firelance – (target) 20 mana, -10 difficulty 40 fire damage</i>	180g
<i>Greater Shock – (target) 16 mana, -4 difficulty 10 shock for 3 rounds</i>	170g
<i>Miner's Deathbolt – (target) 18 mana, -8 difficulty damage 10 health for 3 rounds</i>	193g

### Illusion:

<i>Concealment – (self) 20 mana, +17 difficulty Invisibility for 6 rounds</i>	128g
<i>Malloc's Helping Hand – (target) 9 mana, +27 difficulty Silence for 2 rounds</i>	50g
<i>Shadowmask – (self) 24 mana, +18 difficulty Chameleon 25 for 10 rounds</i>	116g

### Mysticism:

<i>Awareness – (self) 12 mana, +30 difficulty Detect life 30 for 1 round</i>	30g
<i>Spelldrinker – (self) 20 mana, +9 difficulty Spell absorb 20 for 5 rounds</i>	65g
<i>Dispell – (touch) 9 mana, +31 difficulty Dispell 30</i>	54g

### Restoration:

<i>Healing – (touch) 15 mana, +32 difficulty Restore 8 health for 2 rounds</i>	73g
<i>Stamina – (self) 10 mana, +21 difficulty Fortify fatigue 5 for 5 rounds</i>	106g
<i>Stubborn Strength – (self) 17 mana, +25 difficulty Forti.Strength 20 for 5 rounds</i>	88g

## Alteration:

---

<b>Burden (Target)</b>	0.35 mana per magnitude	+0.25 mana per area (* duration)
<b>Burden (Touch)</b>	0.30 mana per magnitude	+0.25 mana per area (* duration)
Duration: 0.45 mana per round.		
Difficulty: 50 – (1.35 * total mana)		4.4 * (total mana) gold

---

Adds an amount of weight for the enemy to carry, equal to the magnitude of the spell. Best used against plate-wearing warriors who may be carrying too much to move suddenly.

---

<b>Feather (Target)</b>	0.35 mana per magnitude	4.6 * (total mana) gold
<b>Feather (Touch)</b>	0.30 mana per magnitude	
<b>Feather (Self)</b>	0.30 mana per magnitude	
Duration: 0.39 mana per round		
Difficulty: 50 – (1.35 * total mana)		

---

Decreases the amount of weight that is being carried. It helps make carrying loot much easier since most wizards are physically weak.

---

<b>Fire Shield (Self)</b>	4.0 mana per magnitude	5.6 * (total mana) gold
Duration: 0.90 mana per round		
Difficulty: 45 – (1.5 * total mana)		

---

Creates a flaming shield around the caster. Each magnitude increases their resist of fire by 10%, and damages any attacker by the magnitude.

---

<b>Frost Shield (Self)</b>	4.2 mana per magnitude	5.6 * (total mana) gold
Duration: 0.9 mana per round		
Difficulty: 45 – (1.5 * total mana)		

---

Creates a cold shield around the caster. Each magnitude increases their resist of frost by 10%, and damages any attacker by the magnitude.

---

<b>Jump (Self)</b>	0.40 mana per magnitude	5.0 * (total mana) gold
<b>Jump (Touch)</b>	0.45 mana per magnitude	
Duration: 2.25 mana per round		
Difficulty: 48 – (1.2 * total mana)		

---

Allows the caster/recipient to jump much farther. Horizontal jump is increased by 1.5x the magnitude, and vertical jump is increased by the magnitude.

*Hoptoad – self, 20 mana, 40 magnitude. Difficulty of 20. 100 gold.*

---

<b>Levitate (Self)</b>	0.60 mana per magnitude	4.8 * (total mana) gold
<b>Levitate (Touch)</b>	0.70 mana per magnitude	
Duration: 0.9 mana per round		
Difficulty: 40 – (1.5 * total mana)		

---

Each magnitude allows the target to float about at 5% their speed. Enemy NPC's who only have melee weapons will flee in terror from you. The spell is most effective at finding safe spots to lob spells from, or keeping out of distance from enemies.

---



**Lightning Shield (Self)**      4.5 mana per magnitude      6.4 \* (total mana) gold  
Duration: 0.9 mana per round  
Difficulty: 45 – (1.6 \* total mana)

Creates a roaring field of electricity around the caster. Each magnitude increases their resist of shock by 10%, and damages any attacker by the magnitude. Note that this ignores metal armor.

---

**Lock (Target)**      0.25 mana per magnitude      4.4 \* (total mana) gold  
**Lock (Touch)**      0.20 mana per magnitude  
Difficulty: 50 – (1.3 \* total mana)

Creates a magical lock on the target container. Said magnitude is how difficult the barrier is to dispel or picklock. Enemies can always break down/open the container instead.

If you find an amusing thing to lock and remotely falls under the definition of a container, the GM should let you lock it. This will cause an ethereal lock of some sort to appear on the object. And be fun.

---

**Open (Target)**      0.25 mana per magnitude      +0.25 mana per area  
**Open (Touch)**      0.20 mana per magnitude      +0.25 mana per area  
Difficulty: 50 – (1.3 \* total mana)      4.2 \* (total mana) gold

Magically fumbles with the target container, unlocking it regardless of mundane or magical. The magnitude is the maximum level of lock you can open.

---

### Shapechange (Self)

<b>Bonewalker</b>	20 base mana 1.95 mana per round	9.4 * (total mana) gold
<b>Clanfear</b>	25 base mana 2.25 mana per round	10.6 * (total mana) gold
<b>Dremora</b>	18 base mana 1.8 mana per round	10.6 * (total mana) gold
<b>Flame Atronoch</b>	25 base mana 2.4 mana per round	10.6 * (total mana) gold
<b>Frost Atronoch</b>	30 base mana 2.7 mana per round	11.4 * (total mana) gold
<b>Giant Spider</b>	22 base mana 2.1 mana per round	10.0 * (total mana) gold
<b>Kagouti</b>	17 base mana 1.8 mana per round	8.8 * (total mana) gold

<b>Nix Hound</b>	15 base mana 1.8 mana per round	8.4 * (total mana) gold
<b>Scamp</b>	20 base mana 1.8 mana per round	9.4 * (total mana) gold
<b>Scrib</b>	10 base mana 0.9 mana per round	6.0 * (total mana) gold
<b>Shalk</b>	12 base mana 0.9 mana per round	7.4 * (total mana) gold
<b>Skeleton</b>	16 base mana 1.8 mana per round	8.4 * (total mana) gold
<b>Slaughterfish</b>	14 base mana 1.5 mana per round	8.0 * (total mana) gold
<b>Storm Atronoach</b>	35 base mana 3.0 mana per round	12.0 * (total mana) gold

Difficulty: 50 – (1.4 \* total mana)

Shapechange is one of the less-frequently seen spells. Casting it transforms the user into the spell-type of creature, but they retain their own mind and skills. HP and all attributes (Save INTL and WLP) are changed to that of the creature.

Creatures with no abilities or spells retain the caster's mana, and they may cast their own spells. Creatures with abilities have unlimited mana, but may only cast the creature-type's abilities.

A critical failure with casting Shapechange will hurt the character 50% of their max health.

---

<b>Shield (Target)</b>	1.7 mana per magnitude	+0.25 mana per area (* duration)
<b>Shield (Self)</b>	1.5 mana per magnitude	+0.25 mana per area (* duration)
Duration: 0.6 mana per round		
Difficulty: 40 – (1.3 * total mana)		4.6 * (total mana) gold

---

Creates a purple field of magic around the recipient which turns away blades and spells. Each magnitude increases the casters AC. Note that this also decreases any restoration spells that are touch/target casted on the person.

*First Barrier – self, 10 mana, 5 magnitude for 5 rounds. Difficulty of 26. 46 gold.*

---

<b>Slowfall (Self)</b>	1.5 mana per round	+1.0 mana per area
<b>Slowfall (Touch)</b>	1.5 mana per round	+1.0 mana per area
Difficulty: 45 – (1.1 * total mana)		4.4 * (total mana) gold

---

Slows the person down to a steady 7mph (Around jogging speed). Best used when something throws/flings you off a cliff or when you fall into a trap. At the worst you grunt upon hitting the ground.

---

<b>Water Breathing (Self)</b>	0.9 mana per round	
	Difficulty: $40 - (0.75 * \text{total mana})$	$6.0 * (\text{total mana})$ gold

---

<b>Water Walking (Self)</b>	0.6 mana per round	
	Difficulty: $40 - (0.41 * \text{total mana})$	$2.4 * (\text{total mana})$ gold

---

Allows the caster to walk across the surface of water as if it was solid. Thusly your robes don't get wet and slaughterfish will leave you alone. Mostly used for showing off and awing people.

---

<b>Incorpriatism (Self)</b>	12.0 mana per round	
	Difficulty: $0 - (0.75 * \text{total mana})$	$5.0 * (\text{total mana})$ gold

---

Allows the caster to walk through walls and sink through floors, as if they were some sort of ghost. The caster may also float around at a walking pace. Should the spell duration run out while the caster is partly inside something then they are split in two.

---



## Conjuration

<b>Bound (self)</b>		5.2 * (total mana) gold
<b>Dagger</b> Difficulty: 50 – (1.2 * total mana)	1.11 mana per round	Fortifies shortblade 5, 0/8/5 damage
<b>Shortsword</b> Difficulty: 50 – (1.3 * total mana)	1.35 mana per round	Fortifies shortblade 5, 0/8/9 damage
<b>Longsword</b> Difficulty: 45 – (1.3 * total mana)	1.80 mana per round	Fortifies longblade 5, 0/8/12 damage
<b>Katana</b> Difficulty: 50 – (1.3 * total mana)	1.35 mana per round	Fortifies longblade 10, 0/8/12 damage, 2H
<b>Claymore</b> Difficulty: 40 – (1.6 * total mana)	2.40 mana per round	Fortifies longblade 10, 0/8/14 damage, 2H
<b>Mace</b> Difficulty: 45 – (1.3 * total mana)	1.50 mana per round	Fortifies blunt 5, 10/0/0 damage
<b>Warhammer</b> Difficulty: 40 – (1.45 * total mana)	2.25 mana per round	Fortifies blunt 10, 13/0/0 damage
<b>War Axe</b> Difficulty: 40 – (1.45 * total mana)	2.10 mana per round	Fortifies axe 10, 9/0/12 damage, 2H
<b>Spear</b> Difficulty: 43 – (1.3 * total mana)	2.10 mana per round	Fortifies spear 10, 4/12/0 damage, 2H, reach
<b>Naginata</b> Difficulty: 43 – (1.35 * total mana)	2.10 mana per round	Fortifies spear 10, 3/4/13 damage, 2H, reach
<b>Staff</b> Difficulty: 35 – (1.3 * total mana)	1.35 mana per round	Fortifies blunt 10, 7/0/7 damage, 2H, reach
<b>Longbow</b> Difficulty: 40 – (1.45 * total mana)	2.25 mana per round	Fortifies marksman 10, 0/22/0 damage, 2H, R70 One turn reload. Bounded unloaded.
<b>Crossbow</b> Difficulty: 35 – (1.50 * total mana)	1.50 mana per round	Fortifies marksman 10, 0/40/0 damage, 2H, R120 Eight turn reload. Bounded unloaded.
<b>Stars</b> Difficulty of 45 – (1.3 total mana)	1.50 mana per round	+5 marksman, 0/6/0 damage, +2 poison damage
<b>Bound (self)</b>		5.2 * (total mana) gold

*Bound armors count as medium for the sake of dodging. Otherwise use the highest AC bonus from armor skills that you have when determining the AC. I.e. if your highest armor skill is light, use the Light Armor skill's AC bonus..*

<b>Curiass</b>	2.40 mana per round	Fortifies armors 5, 4/8/12 AC
Difficulty: 40 – (1.4 * total mana)		
<b>Helm</b>	1.50 mana per round	Fortifies armors 5, 4/8/13 AC
Difficulty: 45 – (1.3 * total mana)		
<b>Pauldrons</b>	1.80 mana per round	Fortifies armors 5, 4/9/13 AC
Difficulty: 43 – (1.4 * total mana)		
<b>Gauntlets</b>	0.75 mana per round	Fortifies Hand to Hand 10, 3/6/9 AC
Difficulty: 50 – (1.2 * total mana)		
<b>Greaves</b>	2.1 mana per round	Fortifies armors 5, 4/7/12 AC
Difficulty: 43 – (1.4 * total mana)		
<b>Boots</b>	0.75 mana per round	Fotify Speed 10, 3/6/9 AC
Difficulty: 50 – (1.2 * total mana)		
<b>Shield</b>	1.8 mana per round	Fortifies block 10, 13/13/17 AC & Block +0
Difficulty: 43 – (1.4 * total mana)		
<b>Tower Shield</b>	2.4 mana per round	Fortifies block 10, 15/16/23 AC & Block +10
Difficulty: 40 – (1.4 * total mana)		
<b>Summon (self)</b>		
<b>Clanfear</b>	3.9 mana per round	5.4 * (total mana) gold
Difficulty: 50 – (1.3 * total mana)		
<b>Daedroth</b>	5.1 mana per round	8.0 * (total mana) gold
Difficulty: 50 – (1.5 * total mana)		
<b>Dremora, Lesser</b>	3.6 mana per round	4.6 * (total mana) gold
Difficulty: 50 – (1.3 * total mana)		
<b>Flame Atronoch</b>	3.6 mana per round	5.4 * (total mana) gold
Difficulty: 50 – (1.3 * total mana)		
<b>Frost Atronoch</b>	4.8 mana per round	6.0 * (total mana) gold
Difficulty: 50 – (1.5 * total mana)		
<b>Scamp</b>	2.1 mana per round	4.6 * (total mana) gold
Difficulty: 50 – (1.2 * total mana)		

**Skeleton** 1.8 mana per round 4.0 \* (total mana) gold  
Difficulty: 50 – (1.3 \* total mana)  
*Summon Skeleton – self, 10 mana, 5 rounds. Difficulty of 37. 40 gold.*

**Skeleton Warrior** 3.6 mana per round 6.0 \* (total mana) gold  
Difficulty: 50 – (1.4 \* total mana)

**Storm Atronoch** 5.1 mana per round 8.0 \* (total mana) gold  
Difficulty: 50 – (1.5 \* total mana)

---



## Destruction

All spell damages count as impaling/peircing in addition to their secondary damage types (i.e. fire and magic)

---

<b>Fire Damage (Target)</b>	0.50 mana per magnitude	+0.25 mana per area
<b>Fire Damage (Touch)</b>	0.40 mana per magnitude	+0.25 mana per area
Duration: 100% mana if one round. 90% mana each round if longer then one.		
Difficulty: 50 – (3.0 * total mana)		
4.5 * (total mana) gold		

Lobs a bolt of fire at the enemy. Upon hitting the bolt detonates, dealing fire damage to anyone caught in the blast. Is the most efficient destruction spell, mana-wise.

Duration + AoE lights people aflame for the duration.

*Firebite – touch, 6 mana, 15 damage. Difficulty of 32. 54 gold.*

*Simple Fireball – target, 10 mana, 18 damage, area of 4. Difficulty of 20. 90 gold.*

*Firelance – target, 17 mana, 30 damage, area of 8. Difficulty of -1. 154 gold.*

---

<b>Frost Damage (Target)</b>	0.55 mana per magnitude	+0.25 mana per area
<b>Frost Damage (Touch)</b>	0.45 mana per magnitude	+0.25 mana per area
Duration: 100% mana if one round. 90% mana each round if longer then one.		
Difficulty: 48 – (3.0 * total mana)		
4.8 * (total mana) gold		

Shoots a freezing cloud of mist at an enemy. Said cloud is the listed area wide, and damages every monster caught in the blast.

A target AoE frost spell shoots forward in a line, damaging everything in its path. If someone is standing in front of another, then the one in back recieves -1/3 damage from the spell.

A duration frost spell chills people for the duration, and functions similarly to Fire Damage.

*Frostbite – touch, 9 mana, 20 damage. Difficulty of 21. 86 gold.*

---

<b>Shock Damage (Target)</b>	0.60 mana per magnitude	+0.25 mana per area
<b>Shock Damage (Touch)</b>	0.50 mana per magnitude	+0.25 mana per area
Duration: 100% mana if one round. 90% mana each round if longer then one.		
Difficulty: 45 – (3.0 * total mana)		
5.2 * (total mana) gold		

Shoots an arc of electricity at the enemy. Upon hitting the target it bursts apart, striking any other enemy within the area. Should this spell hit a conductive piece of armor then then the enemy's armor grants no AC against the spell.

An AoE shock spell works in the same fashion as Fire Damage spells, but will ignore any AC if the hit enemy is wearing a piece of conductive armor.

*Shock –target, 10 mana, 9 damage for 2 rounds. Difficulty of 16. 101 gold.*

---

<b>Poison Damage (Target)</b>	0.50 mana per magnitude	+0.25 mana per area
<b>Poison Damage (Touch)</b>	0.40 mana per magnitude	+0.25 mana per area

Duration: 100% mana if one round. 85% mana each round if longer then one.  
Difficulty: 48 – (3.0 \* total mana)

4.5 \* (total mana) gold

Lobs a green bolt of liquid at your target. Upon hitting it leeches into the enemy, sickening and hurting them. So long as the spell does 1 damage on the first round, all the remaining rounds do full damage.

*Poison – touch, 10 mana, 10 damage for 3 rounds. Difficulty of 17. 92 gold.*

---

<b>Damage Health (Target)</b>	0.65 mana per magnitude	+0.25 mana per area
-------------------------------	-------------------------	---------------------

<b>Damage Health (Touch)</b>	0.55 mana per magnitude	+0.25 mana per area
------------------------------	-------------------------	---------------------

Duration: 100% mana if one round. 90% mana each round if longer then one.

Difficulty: 45 – (3.0 \* total mana)

5.5 \* (total mana) gold

Spell shoots a dark red bolt at the enemy. Upon hitting it eats away at the target's life force. This ignores the armor of the enemy. Damage health is the most mana costly health-damaging spell.

---

<b>Damage Attribute (Target)</b>	1.60 mana per magnitude	+0.33 mana per area
----------------------------------	-------------------------	---------------------

<b>Damage Attribute (Touch)</b>	1.50 mana per magnitude	+0.33 mana per area
---------------------------------	-------------------------	---------------------

Difficulty: 40 – (1.3 \* total mana)

5.6 \* (total mana) gold

Decreases the target's attribute by the magnitude. Said attribute is selected at spell purchase.

---

### **Drain Attribute**

Decreases an attribute of the enemy, while simultaneously increasing the caster's. Once the duration ends the attributes reverts back.

(Same effects as Mysticism absorb, but Destruction. Duration cost is also 0.3 mana per second.)

---

<b>Disintegrate (Target)</b>	8.0 mana per magnitude	+0.50 mana per area
------------------------------	------------------------	---------------------

<b>Disintegrate (Touch)</b>	7.4 mana per magnitude	+0.50 mana per area
-----------------------------	------------------------	---------------------

Difficulty: 40 – (1.3 \* total mana)

5.0 \* (total mana) gold

Shoots a bolt of chaotic energy at the target. Upon hitting a resonation occurs, causing tiny fractures to form across the object. This will damage any inanimate object it hits, decreasing all of its AC or damage by 1. Does no damage to non-centurion creatures.

Each magnitude will deal 10 points of damage to a Centurion.

*Lol your naked – target, 10 mana, 1 point, 4 foot area. Difficulty of 27. 50 gold.*

*Use against cute Dunmer chicks just wearing clothing. Should you hit them in the chest it will burn away every article of clothing above their knees.*

---

### **Weakness**

<b>Common Disease (Target)</b>	0.17 mana per magnitude	+0.33 mana per area
--------------------------------	-------------------------	---------------------

<b>Common Disease (Touch)</b>	0.15 mana per magnitude	+0.33 mana per area
-------------------------------	-------------------------	---------------------

Duration: +15% mana per round beyond the first one

Difficulty: 43 – (1.3 \* total mana)

**Fire Damage (Target)** 0.15 mana per magnitude

**Fire Damage (Touch)** 0.125 mana per magnitude

Duration: +30% mana per round beyond the first one

Difficulty: 43 – (1.3 \* total mana)

5.0 \* (total mana) gold

+0.25 mana per area

+0.25 mana per area

4.8 \* (total mana) gold

**Frost Damage (Target)** 0.16 mana per magnitude

**Frost Damage (Touch)** 0.13 mana per magnitude

Duration: +30% mana per round beyond the first one

Difficulty: 43 – (1.3 \* total mana)

+0.25 mana per area

+0.25 mana per area

4.8 \* (total mana) gold

**Magic (Target)** 0.20 mana per magnitude

**Magic (Touch)** 0.18 mana per magnitude

Duration: +30% mana per round beyond the first one

Difficulty: 40 – (1.5 \* total mana)

+0.25 mana per area

+0.25 mana per area

5.4 \* (total mana) gold

**Poison Damage (Target)** 0.15 mana per magnitude

**Poison Damage (Touch)** 0.125 mana per magnitude

Duration: +30% mana per round beyond the first one

Difficulty: 43 – (1.3 \* total mana)

+0.25 mana per area

+0.25 mana per area

4.8 \* (total mana) gold

**Shock Damage (Target)** 0.17 mana per magnitude

**Shock Damage (Touch)** 0.15 mana per magnitude

Duration: +30% mana per round beyond the first one

Difficulty: 40 – (1.4 \* total mana)

+0.25 mana per area

+0.25 mana per area

5.0 \* (total mana) gold

Magnitude increases the % of effects taken by the type of spell. Weakness to Magic will increase the magnitude of any spell that the enemy gets hit by, but not another Weakness spell. No stacking for you.

---



## Illusion

Lol, illusion

---

<b>Blind (Target)</b>	0.40 mana per magnitude	+0.30 mana per area
<b>Blind (Touch)</b>	0.35 mana per magnitude	+0.30 mana per area
+0.90 mana per turn beyond the first one		
Difficulty: $45 - (1.5 * \text{total mana})$		$4.0 * (\text{total mana})$ gold

Darkens the targets vision, making it harder for them to see. All melee/marksman attack skills get decreased by the magnitude. 100% additionally makes them blind, preventing them from dodging or blocking.

*Visual impairment – touch, 20 mana, 50 blind for 3 rounds. Difficulty of 15. 80 gold.*

---

<b>Calm</b>	$4.6 * (\text{total mana})$ gold
-------------	----------------------------------

<b>Critter (Target)</b>	3.6 mana per round	+2.0 mana per area
<b>Critter (Touch)</b>	3.0 mana per round	+2.0 mana per area
Difficulty: $48 - (1.2 * \text{total mana})$		

<b>Humanoid (Target)</b>	7.2 mana per round	+2.0 mana per area
<b>Humanoid (Touch)</b>	6.0 mana per round	+2.0 mana per area
Difficulty: $46 - (1.2 * \text{total mana})$		

Makes the target stop fighting. It will resume fighting if attacked. If the target sufficiently dislikes someone they will start fighting again when the duration runs out.

---

<b>Chameleon (Self)</b>	0.60 mana per magnitude	$4.8 * (\text{total mana})$ gold
<b>Chameleon (Touch)</b>	0.65 mana per magnitude	
+0.90 mana per round beyond the first one		
Difficulty: $42 - (1.2 * \text{total mana})$		

Distorts the air around the caster, making them clear and see-through. Each magnitude increases their sneaking skill.

---

<b>Charm (Target)</b>	1.2 mana per magnitude	$6.0 * (\text{total mana})$ gold
<b>Charm (Touch)</b>	1.0 mana per magnitude	
+0.90 mana per round		
Difficulty: $46 - (1.2 * \text{total mana})$		

Once casted, the caster has +Magnitude to speechcraft when attempting to persuade the charmed person. In addition, the charmed person has -INTL or -WLP (Also equal to the magnitude) when attempting to resist the caster's persuasion. Only works on humanoids.

---

<b>Demoralize/Fear</b>	$6.0 * (\text{total mana})$ gold		
<b>Critter (Target)</b>	2.6 mana per magnitude	+2.10 mana per round	+10% mana per area
<b>Critter (Touch)</b>	2.5 mana per magnitude	+2.10 mana per round	+10% mana per area
Difficulty: $40 - (1.3 * \text{total mana})$			

<b>Humanoid (Target)</b>	3.0 mana per magnitude	+2.10 mana per round	+10% mana per area
<b>Humanoid (Touch)</b>	2.8 mana per magnitude	+2.10 mana per round	+10% mana per area
Difficulty: 40 – (1.3 * total mana)			

Causes the target to flee in terror for the duration of the spell. Magnitude is max level for NPCs, or max soul\*20 for creatures.

<b>Frenzy</b>		6.0 * (total mana) gold	
<b>Critter (Target)</b>	2.6 mana per magnitude	+2.10 mana per round	+10% mana per area
<b>Critter (Touch)</b>	2.5 mana per magnitude	+2.10 mana per round	+10% mana per area
Difficulty: 40 – (1.3 * total mana)			

<b>Humanoid (Target)</b>	3.0 mana per magnitude	+2.10 mana per round	+10% mana per area
<b>Humanoid (Touch)</b>	2.8 mana per magnitude	+2.10 mana per round	+10% mana per area
Difficulty: 40 – (1.3 * total mana)			

-Causes the target(s) to go into a berserk frenzy, constantly attacking the closest living thing. Guards will almost certainly know what you're doing when you cast this on someone in their presence, or from hearing what happen. Best used from a range, with an area effect, on a pack of enemies.

-Magnitude is max level for NPCs, or max soul\*20 for creatures.

<b>Invisibility (Self)</b>	3.0 mana per round	6.4 * (total mana) gold
Difficulty: 45 – (1.4 * total mana)		

Makes the caster completely invisible. Unless they are sneaking their position can still be determined. While invisible the character automatically hits with their first melee attack. Remember that performing any action except moving will cancel the invisibility.

*Minor Invisibility – self, 10 mana, 3 rounds. Difficulty of 32. 64 gold.*

<b>Light (Target)</b>	0.6 mana per round	+0.25 mana per area
<b>Light (Touch)</b>	0.6 mana per round	+0.2 mana per area
Difficulty: 50 – (1.2 * total mana)		
		3.2 * (total mana) gold

Creates a greenish colored light at the target, which will illuminate everything around it. Area determines the diameter of lighted stuff.

*Night Light – target, 10 mana, 32 foot area for 3 rounds. Difficulty of 38. 32 gold.*

<b>Night Eye (self)</b>	1.20 mana per round	3.4 * (total mana) gold
Difficulty: 46 – (1.2 * total mana)		

Allows the caster to see in the dark, albeit without any color. More useful then light when you want to be stealthy.

*Khajiit Eye – self, 5 mana, 4 rounds. Difficulty of 40. 18 gold.*

<b>Paralyze (Target)</b>	11.1 mana per round	+20% mana per area
<b>Paralyze (Touch)</b>	10.8 mana per round	+20% mana per area

Difficulty:  $40 - (1.6 * \text{total mana})$

$6.0 * (\text{total mana})$  gold

Causes the target to fall over, unable to move or perform any action. While frozen all attacks hit. Should they be hit while paralyzed they fall over, and will need to spend their next turn standing up.

---

**Sanctuary (Self)** .75 mana per magnitude  
+0.90 mana per round

$5.2 * (\text{total mana})$  gold

Difficulty:  $42 - (1.2 * \text{total mana})$

Increases the casters chance to dodge and block. I have no idea how to describe the functionality.

---

**Silence (Target)** 5.1 mana per round

+0.50 mana per area

**Silence (Touch)** 4.5 mana per round

+0.50 mana per area

Difficulty:  $40 - (1.5 * \text{total mana})$

$5.6 * (\text{total mana})$  gold

Prevents the target from casting any sort of spell, or even talking. Spells on enchantments still work.

---

**Sound (Target)** 0.20 mana per magnitude

+0.90 mana per round

Difficulty:  $46 - (1.2 * \text{total mana})$

$4.8 * (\text{total mana})$  gold

Creates a horrible sound in the targets head, making it harder for them to concentrate on magic. The magnitude decreases all their magic spell skills. A magnitude of 100 will probably make someone fall down and curl up into a ball, or really startle them if for only a second.

*Spam – target, 10 mana, 30 sound for 4 rounds. Difficulty of 34. 48 gold.*

---



## Mysticism

---

### Absorb

**Attribute (Target)** 1.10 mana per magnitude +0.50 mana per area

**Attribute (Touch)** 1.00 mana per magnitude +0.50 mana per area

Duration: 100% mana if one round. 90% mana each round if longer then one.

Difficulty: 40 – (1.4 \* total mana)

5.0 \* (total mana) gold

**Skill (Target)** 0.55 mana per magnitude +0.33 mana per area

**Skill (Touch)** 0.50 mana per magnitude +0.33 mana per area

Duration: 100% mana if one round. 90% mana each round if longer then one.

Difficulty: 40 – (1.4 \* total mana)

5.0 \* (total mana) gold

v or Mana

**Health (Target)** 1.80 mana per magnitude +0.50 mana per area

**Health (Touch)** 1.70 mana per magnitude +0.50 mana per area

Duration: 100% mana if one round. 90% mana each round if longer then one.

Difficulty: 40 – (1.4 \* total mana)

5.2 \* (total mana) gold

This spell both damages the enemies stats/attributes, while restoring your own. You cannot raise anything higher then the max using this. Each second is another damaging burst.

---

**Almsivi Intervention (self)** 20 base mana +2.0 mana per area 60 + (3 \* area) gold  
**or Divine**

Difficulty: 35 – (1.2 \* total mana)

Almsivi Intervention teleports the caster and nearby people to the last visited Dunmer temple. Divine Intervention teleports them to the last visited imperial shrine.

---

**Detect** 3.0 \* (total mana) gold

**Life (Self)** 0.30 mana per magnitude +1.20 mana per round beyond the first

Difficulty: 42 – (1.0 \* total mana)

*Detect Life 1 – self, 10 mana, 16 feet for 4 rounds. Difficulty of 32. 30 gold.*

**Enchantment (Self)** 0.25 mana per magnitude +1.20 mana per round beyond the first

Difficulty: 42 – (1.0 \* total mana)

**Key (Self)** 0.25 mana per magnitude +1.20 mana per round beyond the first

Difficulty: 42 – (1.0 \* total mana)

Illuminates any objects nearby in an odd purple color. This illumination can be seen through solid objects. Naturally, only the caster sees this.

---

**Dispel (Target)** 0.35 mana per magnitude +0.50 mana per area

**Dispel (Touch)** 0.30 mana per magnitude +0.50 mana per area

<b>Dispel (Self)</b>	0.25 mana per magnitude	+0.50 mana per area
Difficulty: $40 - (1.0 * \text{total mana})$		
		6.0 * (total mana) gold

Spell will decrease any spell effects on the target (duration and magnitude), using the Dispel Magnitude as a percentage. I.e. if someone has a crapload of shield spells, and you hit them with dispel 50, the things are suddenly half as strong and last half the current duration.

<b>Mark (Self)</b>	20 base mana	+2.0 mana per area	60 + (3 * area) gold
Difficulty: 25			

Marks a location in the mages's mind. Upon using a recall spell he and targets within the area effect will be teleported there.

<b>Recall (Self)</b>	20 base mana	+2.0 mana per area	60 + (3* area) gold
Difficulty: 25			

Using this spell the wizard teleports himself and targets within the area to their marked location. This is why wizards are awesome.

<b>Reflect (Self)</b>	0.75 mana per magnitude	+1.05 mana per round
<b>Reflect (Touch)</b>	0.80 mana per magnitude	+1.05 mana per round
Difficulty: $40 - (1.5 * \text{total mana})$		
		6.4 * (total mana) gold

The caster creates a magic barrier around the target. Upon being hit by a damaging spell, roll a D100. If the D100 is less then the magnitude of reflect it gets shot back, automatically hitting the enemy.

<b>Soultrap (Target)</b>	1.50 mana per round	5.2 * (total mana) gold
<b>Soultrap (Touch)</b>	1.20 mana per round	
<b>Soultrap (Self)</b>	0.75 mana per round	
Difficulty: $45 - (1.3 * \text{total mana})$		

Allows the caster to lock-on to the targets soul, searching through the magic inherent in all things. Once the creature dies the soul goes to a soul gem on the casters possession. Soultrap on self is used to deny someone getting your soul; the two lock-ons conflict and result in your soul departing this realm like it should.

*Soul Grasp – touch, 9 mana, lasts 7 rounds. Difficulty of 33. 47 gold.*

*No you don't – self, 5 mana, lasts 6 rounds. Difficulty of 39. 26 gold.*

<b>Spell Absorbition (Self)</b>	0.75 mana per magnitude	+1.05 mana per round
<b>Spell Absorbition (Touch)</b>	0.80 mana per magnitude	+1.05 mana per round
Difficulty: $40 - (1.5 * \text{total mana})$		
		6.4 * (total mana) gold

The caster creates a magic barrier around the target. Upon being hit by a damaging spell, roll a D100. If the D100 is less then the magnitude of reflect it gets absorbed- the mana to cast the spell is perfectly converted to mana for the spell absorber.

<b>Telekenesis (Target)</b>	4.0 mana per magnitude	+1.20 mana per round
-----------------------------	------------------------	----------------------

Difficulty:  $35 - (1.5 * \text{total mana})$

$6.4 * (\text{total mana})$  gold

Allows the caster to manipulate and move things with their mind. Each magnitude increases the range by ten feet and increases the weight movable by 10lbs. Any objects effected by this spell deal damage, unless someone is picked up and dropped dealing falling damage. People may be moved .8 meters a second, provided you can lift them.

---

**Shockwave (Target)** 1.10 mana per magnitude

+0.2 mana per area

Duration: +100% mana each round if longer then one.

Difficulty:  $35 - (1.5 * \text{total mana})$

$5.6 * (\text{total mana})$  gold

The caster concentrates on an area causing magic shockwaves to resonate across it. Anyone inside takes magnitude damage. (Dodgeable, but not blockable) The area continues to shake and resonate for the duration, slowing anyone inside to a walk.

---

**Blink (Target)** 0.80 mana per magnitude

Duration: 100% mana if one round. 95% mana each round if longer then one.

Difficulty:  $30 - (1.3 * \text{total mana})$

$8.0 * (\text{total mana})$  gold

Teleports the caster (magnitude) feet where they are facing. This may be used multiple times in quick succession, up to once per second. If casted with a duration the caster teleports multiple times.

---

**Clarvoyance (Self)** (3/10 area) mana, each round

Duration: Selected at creation

Difficulty: -70

$100.0 * (\text{mana per second})$  gold

For the duration, the caster is aware of each and everything within the area. Everything in the area may be seen as though the caster was looking at it. For the duration they are also Paralyzed, incurably, but may speak. Being hit with a Paralyzation spell while using Clarvoyance makes the caster unable to speak.



## Necromancy

Spells inside the college of Necromancy are automatically acquired at certain skill levels. They are additionally uncustomizable, and on occasion require reagents or have rituals to be done. See the Enchanting section on how to make Black Soulgems.

*For the most part, people don't like Necromancers. Characters known to be Necromancers will be prosecuted or killed by the Mages Guild, if not Witch Hunters or members of the Tribunal. Telvanni find it distasteful, and prefer for it to not be casted in the open. Mobs of villagers may form and attempt to kill a known Necromancer.*

---

<b>10) Lesser Command (Self)</b>	0 base mana	0 gold
----------------------------------	-------------	--------

Difficulty: +1000

Allows the Necromancer to order his own minions around. At this level, the only commands that may be given to minions are 'Stop, Follow, Hold Position, or Guard This Room'.

---

<b>15) Animate Corpse (Touch)</b>	20 base mana	0 gold
-----------------------------------	--------------	--------

Difficulty: +50

Creates a weak zombie servitor from a semi-fresh corpse, under the power of the caster.

---

<b>30) Animate Zombie (Touch)</b>	20 base mana	0 gold
-----------------------------------	--------------	--------

Difficulty: +45

Creates a zombie servitor from a semi-fresh corpse, under the power of the caster. Doing so will require a soulgem with at least 20 soul in it.

---

<b>45) Animate Skeleton (Touch)</b>	20 base mana	0 gold
-------------------------------------	--------------	--------

Difficulty: +40

Creates a skeleton servitor from a corpse or skeleton, under the power of the caster. Doing so will require a soulgem with at least 25 soul in it.

---

<b>50) Restore (Touch)</b>	10 base mana	0 gold
----------------------------	--------------	--------

Difficulty: +20

Knits and restores the flesh of an undead creature. Restores 6 health to a minion, but only if it hasn't been killed.

---

<b>55) Animate Lesser Ghoul (Touch)</b>	30 base mana	0 gold
-----------------------------------------	--------------	--------

Difficulty: +35

Creates a lesser ghoul from a semi-fresh corpse, under the power of the caster. Once ghoulished, the target will retain all combat skills with the added 'Ghoul' template. Creating this minion will require a black soulgem with a stored soul.

---

<b>60) Animate Skeleton Warrior (Touch)</b>	30 base mana	0 gold
---------------------------------------------	--------------	--------

Difficulty: +30

Creates a skeleton servitor from a corpse or skeleton, under the power of the caster. Doing so will require a black soulgem with a stored soul.

---

**65) Worm-Slave (Target, 10 feet)**

25 base mana

0 gold

Difficulty: +10

Summons forth an amount of sickly-looking worms, which then burrow into a mostly dead individual. A necromancer then is able to control these weak-minded bugs. The poor person's body is incredibly strong yet clumsy while it lasts, and they are also subject to tremendous pain.

Spell must be channeled. The target must be in critical condition, 0 health or less. Target's agility turns to 0, and they get +100 strength, and are under the control of the necromancer. May only move around or physically attack things. Each attack made reduces the strength by 10. At (Negative max health) or 0 STR the poor sod finally dies.

Necromancers with Necromancy 85 or higher may control a Worm-Slave with a single hand, casting spells with the other. Alternatively they may control two Worm-Slaves at once.

---

**70) Animate Ghoul (Touch)**

40 base mana

0 gold

Difficulty: +20

Creates a ghoul from a semi-fresh corpse, under the power of the caster. Once ghouled the target will retain all combat skills, with the added 'Ghoul' template. Creating this minion will require two black soulgems with stored souls.

---

**80) Puppet (Target)**

15 base mana

6 rounds

0 gold

Difficulty: +10

Allows the Necromancer to target a single minion, then order it to perform complex tasks. In addition to manipulating objects the minion may also fight using your own combat skill levels.

---

**90) Lichdom Ascension (Self)**

100 base mana

2000 gold

Difficulty: +0

Vampires and Undead may not cast this spell.

Casting this spell will require you to first spend 2000 gold on special potions, reagents, a phylactery, and 3x Black Soulgems with stored souls. In addition a ritual must be done, that takes place over a period of two hours. This ritual will entitle sacrificing a child, smearing oneself with the blood, and then killing oneself with a dagger.

Once casted, the character will the following night return to life in undeath, and have the Lich template added onto their sheet. Additionally, whenever the Lich is killed it will revive at its Phylactery in 2d6 days.

---

**100) Ghoul Ascension (Self)**

40 base mana

0 gold

Difficulty: -10

Vampires and Undead may not cast this spell.

At this skill level, even killing a Necromancer is not sufficient to end them. Upon being killed the character may attempt to cast this spell. Provided the character's body is not hacked to pieces, or melted, that is.

Once casted the character will return to life in undeath 2d6 days later and have the Ghoul template added onto their sheet.

---

**Lich Template:**

-10 HP modifier, +15 magicka modifier. -10 Strength, -10 Speed, constant ½ Personality.  
+10 Intelligence, +20 Willpower.

Immunity to unenchanted weapons, Immunity to Poison, Immunity to Cold.

Immortal. Undead. When killed will revive in 2d6 days at the location of the phylactery.

Phylactery: Normally an hourglass, but it may be an amulet or gem. Weighs 1-3 pounds.

**Lesser Ghoul Template:**

+5 HP modifier. -10 Willpower, constant 0 Personality.

+10 Strength, +10 Endurance

Immunity to unenchanted weapons, Immunity to Poison, Immunity to Cold.

Immortal. Undead. Has a random incurable disease.

May eat most of a humanoid to regain 100% of health.

**Ghoul Template:**

+10 HP modifier. -10 Willpower, constant 0 Personality.

+15 Strength, +10 Endurance, +10 Speed.

Immunity to unenchanted weapons, Immunity to Poison, Immunity to Cold.

Immortal. Undead. Has two random diseases, both of which are incurable.

May eat most of a humanoid to regain 100% of health.



## Restoration

---

<b>Restore Health (Target)</b>	1.50 mana per magnitude	+0.40 mana per area
<b>Restore Health (Touch)</b>	1.40 mana per magnitude	+0.40 mana per area
<b>Restore Health (Self)</b>	1.30 mana per magnitude	+0.40 mana per area
Duration: 100% mana if one round. 80% mana each round if longer then one.		
Difficulty: 50 – (1.2 * total mana)		
4.8 * (total mana) gold		

*Hearth heal – self, 20 mana, restores 15 health for 2 rounds. Difficulty of 30, 96 gold  
self, paralyze for 3 rounds*

*May be selected as your starting restoration spell even though it costs 20 mana*

---

<b>Restore Fatigue (Target)</b>	3.30 mana per magnitude	+0.40 mana per area
<b>Restore Fatigue (Touch)</b>	3.00 mana per magnitude	+0.40 mana per area
<b>Restore Fatigue (Self)</b>	2.70 mana per magnitude	+0.40 mana per area
Duration: 100% mana if one round. 80% mana each round if longer then one.		
Difficulty: 52 – (1.5 * total mana)		
4.0 * (total mana) gold		

*Helpful Push – Touch, 10 mana, restores 3 fatigue. Difficulty of 37. 40 gold*

## Cure

<b>Common Disease (Touch)</b>	14 base mana	+0.33 mana per area	32 + (3 * area) gold
Difficulty: 30 – (2.0 * area)			
<b>Poison (Touch)</b>	0.15 mana per magnitude	+0.33 mana per area	2.3 * (total mana) gold
Difficulty: 43 – (1.0 * total mana)			
<b>Paralyzation (Touch)</b>	13 base mana		54 gold
Difficulty: +34			

Poison cures as a percentage, others simply remove the effects. Cure Paralyzation cannot be used on yourself, since you are probably paralyzed.

---

<b>Fortify</b>	5.2 * (total mana) gold
----------------	-------------------------

<b>Attribute (Touch)</b>	0.75 mana per magnitude	+24% mana per round
<b>Attribute (Self)</b>	0.70 mana per magnitude	+24% mana per round
<b>Fatigue (Touch)</b>	3.60 mana per magnitude	+24% mana per round
<b>Fatigue (Self)</b>	3.40 mana per magnitude	+24% mana per round
<b>HP or Mana (Touch)</b>	0.90 mana per magnitude	+24% mana per round
<b>HP or Mana (Self)</b>	0.90 mana per magnitude	+24% mana per round
<b>Skill (Touch)</b>	0.45 mana per magnitude	+24% mana per round
<b>Skill (Self)</b>	0.40 mana per magnitude	+24% mana per round

Difficulty: 42 – (1.0 \* total mana)

Increases the characteristic for the duration of the spell. After the duration runs out, simply remove the magnitude from both the current and max characteristic. Yes, this can kill you.

---

### Resist

**Blight Disease (Touch)** 0.40 mana per magnitude 5.2 \* (total mana) gold  
**Blight Disease (Self)** 0.35 mana per magnitude  
Duration: +15% mana per round beyond the first one  
Difficulty: 41 – (1.3 \* total mana)

**Common Disease (Touch)** 0.29 mana per magnitude 4.0 \* (total mana) gold  
**Common Disease (Self)** 0.24 mana per magnitude  
Duration: +15% mana per round beyond the first one  
Difficulty: 43 – (1.3 \* total mana)

**Corpus (Touch)** 0.50 mana per magnitude 5.2 \* (total mana) gold  
**Corpus (Self)** 0.40 mana per magnitude  
Duration: +15% mana per round beyond the first one  
Difficulty: 40 – (1.3 \* total mana)

**Fire Damage (Touch)** 0.35 mana per magnitude 4.8 \* (total mana) gold  
**Fire Damage (Self)** 0.30 mana per magnitude  
Duration: +15% mana per round beyond the first one  
Difficulty: 43 – (1.3 \* total mana)

**Frost Damage (Touch)** 0.37 mana per magnitude 5.2 \* (total mana) gold  
**Frost Damage (Self)** 0.32 mana per magnitude  
Duration: +15% mana per round beyond the first one  
Difficulty: 43 – (1.3 \* total mana)

**Magic (Touch)** 0.50 mana per magnitude 7.0 \* (total mana) gold  
**Magic (Self)** 0.45 mana per magnitude  
Duration: +15% mana per round beyond the first one  
Difficulty: 40 – (1.5 \* total mana)

**Poison Damage (Touch)** 0.35 mana per magnitude 5.0 \* (total mana) gold  
**Poison Damage (Self)** 0.30 mana per magnitude  
Duration: +15% mana per round beyond the first one  
Difficulty: 43 – (1.3 \* total mana)

**Shock Damage (Touch)** 0.39 mana per magnitude 5.5 \* (total mana) gold  
**Shock Damage (Self)** 0.34 mana per magnitude  
Duration: +15% mana per round beyond the first one  
Difficulty: 40 – (1.4 \* total mana)

For diseases and blight this spell reduces your chance of contracting the illness. The other types reduce the certain damage you take by a percent. This stacks with your racial resistances.

---

## Common NPC's

### Guards:

Encountered frequently enough. Unless taken out in a round or two they will call for assistance. This will generally be another 2 or 3 Hlaau/Imperial guards, or another Ordinator.

#### Imperial Guard Level 3

Health: 22	Weapon +Damage: 2.5	Longblade 57, Shortblade 51
Magicka: 40	Fist Damage: 2x 3 blunt	Block 45, Heavy Armor 45
Fatigue: 10	Move Speed: 5	Speechcraft 52

Strength: 52	Intelligence: 40	Willpower: 40	Agility: 44
Speed: 40	Endurance: 53	Personality: 50	Luck: 40

Encumbrance: 94/208

Silver Longsword (0/6/10 dam), Steel Dagger (0/6/3 dam), Steel Shield (4/12/11 AC).

Imperial Steel:

Helmet (2/5/11 AC)	Pauldrons (2/6/11 AC)	Curiass (2/5/10 AC)
Gauntlets (2/4/9 AC)	Greaves (2/5/10 AC)	Boots (2/4/9 AC)

Abilities: Called Shot, Powerblow

*Star of the West – touch, damage 3 fatigue*

*Voice of the Emperor – self, fortify speechcraft for the scene*

#### Dunmer Guard Level 3

Health: 23	Weapon +Damage: 2.5	Longblade 62, Marksman 51
Magicka: 41	Fist Damage: 2x 3 blunt	Block 45, Medium Armor 40
Fatigue: 10	Move Speed: 6	Athletics 42

Strength: 52	Intelligence: 40	Willpower: 45	Agility: 44
Speed: 40	Endurance: 58	Personality: 30	Luck: 40

Encumbrance: 90/208

Silver Longsword (0/6/10 dam), Bonemold Shield (3/12/11 AC)

OR Bonemold Longbow (017/0 dam, 2H, 1 turn reload)

Bonemold:

Helmet (1/3/8 AC)	Pauldrons (2/4/8 AC)	Curiass (2/4/7 AC)
Gauntlets (2/3/7 AC)	Greaves (2/4/7 AC)	Boots (2/3/7 AC)

Abilities: Called Shot, Powerblow

*Fire Resist 50%*

*Summon Ancestral Ghost – lasts 5 rounds, +15 unarmored, killed by silver/enchant/ spells*



**Ordinator, Dunmer**      Level 5

Health: 36	Weapon +Damage: 2.5	Blunt 58, Destruction 62
Magicka: 44	Fist Damage: 2x 4 blunt	Block 45, Medium Armor 40
Fatigue: 12	Move Speed: 6	Dodge 70 (30)

Strength: 62	Intelligence: 45	Willpower: 45	Agility: 48
Speed: 40	Endurance: 67	Personality: 30	Luck: 40

Encumbrance: 74/248  
Ebony Mace (9/0/0 dam)

Indoril:

Helmet (1/4/8 AC)	Pauldrons (1/5/9 AC)	Curiass (3/6/10 AC)
Gauntlets (3/5/9 AC)	Greaves (3/6/9 AC)	Boots (3/5/9 AC)

Abilities: Called Shot, Power Blow, Mighty Blow

*Fire Resist 50%*

*Summon Ancestral Ghost – lasts 15 seconds, +10 unarmored, killed by silver/enchant/ spells*

Poison – target, 11 mana, +13 difficulty 9 poison damage for 3 seconds

Hurt – target, 16 mana, -2 difficulty      damage 20 health, 10 foot area

**Bandits:**

These ruffians kill and/or sweetly rob travelers of their gold. Bandits normally travel in groups of 3-7, perhaps even more. Highwaymen are for the most part friendly, solo people, and will politely ask of someone's gold before resorting to violence.

**Bandit**      Level 1

Health: 21	Weapon +Damage: 2	Weapon Skill 57, Athletics 51
Magicka: 40	Fist Damage: 2x 3 blunt	Block 45, Dodge 52
Fatigue: 9	Move Speed: 6	Armor Skill 40

Strength: 50	Intelligence: 40	Willpower: 40	Agility: 42
Speed: 45	Endurance: 50	Personality: 40	Luck: 40

Encumbrance: 80ish /200  
Chitin Longsword (0/5/8 dam) OR  
Chitin Spear (3/6/0 dam) OR  
Chitin Waraxe (6/0/10 dam)

Abilities: Power Blow  
Powers: apply appropriate racial powers

Chitin:

Helmet (2/2/3 AC)	Pauldrons (2/2/3 AC)	Curiass (2/3/4 AC)
Gauntlets (2/2/3 AC)	Greaves (2/3/4 AC)	Boots (2/2/3 AC)

OR

Iron:

Helmet (2/4/9 AC)	Pauldrons (3/5/9 AC)	Curiass (2/4/8 AC)
Gauntlets (2/4/8 AC)	Greaves (2/4/7 AC)	Boots (2/4/8 AC)

**Highwayman**

Level 3

Health: 26	Weapon +Damage: 1	Longblade 57, Athletics 46
Magicka: 42	Fist Damage: 2x 4 blunt	Unarmed 40, Dodge 62
Fatigue: 10	Move Speed: 6	Speechcraft 60

Strength: 42	Intelligence: 45	Willpower: 40	Agility: 54
Speed: 49	Endurance: 45	Personality: 50	Luck: 40

Encumbrance: 94/208

Steel Rapier (0/10/7 dam, reach), Steel Dagger (0/6/3 dam)

Expensive Clothes: (0/0/1 AC)

Abilities: Called Shot, Throw

*Apply appropriate racial powers***Dunner Bandit-Mage**

Level 3

Health: 26	Weapon +Damage: 1	Destruction 60, Alteration 45
Magicka: 53	Fist Damage: 2x 3 blunt	Restoration 43, Blunt 42
Fatigue: 8	Move Speed: 5	Dodge 40

Strength: 40	Intelligence: 58	Willpower: 56	Agility: 40
Speed: 47	Endurance: 47	Personality: 30	Luck: 40

Encumbrance: 14/160

Chitin Staff (0/6/3 dam, reach)

Robes: (0/0/1 AC) Two potions of restore magicka 10

*Fire Resist 50%**Summon Ancestral Ghost – lasts 15 seconds, +10 unarmored, killed by silver/enchant/ spells*

Poison – target, 11 mana, +14 difficulty 9 poison damage for 3 rounds

Simple Fireball – target, 7 mana, +29 difficulty, 12 damage in 4 foot area

Shock – target, 10 mana, +16 difficulty, 9 damage for 2 rounds

First Barrier – self, 10 mana, +26 difficulty, 5AC for 5 rounds

Minor Healing – touch, 10 mana, +38 difficulty, heals 9 hp

## Wizards:

Throw these bastards at your party when you want someone to get picked off, or use them as some sort of end-boss. Either works.

### Breton Conjurer Level 4

Health: 21	Weapon +Damage: 2	Conjuration 85, Destruction 40
Magicka: 62	Fist Damage: 2x 3 blunt	Restoration 45, Spear 45
Fatigue: 7	Move Speed: 5	Light Armor 40

Strength: 35	Intelligence: 67	Willpower: 73	Agility: 35
Speed: 40	Endurance: 37	Personality: 40	Luck: 40

Encumbrance: 80/140

Steel Spear – (3/8/0 dam, reach)  
Two potions of restore magicka 10

Chitin:

Helmet (2/2/3 AC)	Pauldrons (2/2/3 AC)	Curiass (2/3/4 AC)
Gauntlets (2/2/3 AC)	Greaves (2/3/4 AC)	Boots (2/2/3 AC)

*Resist Magicka 50%*

*Dragon Skin – lasts 15 seconds, resist physical 25%*

Shock – target, 10 mana, +16 difficulty, 9 damage for 2 rounds

Summon Daedroth – self, 51 mana, -26 difficulty, lasts 10 rounds

Minor Healing – touch, 10 mana, +38 difficulty, heals 9 hp

### High-Elf Wizard Level 6

Health: 23	Weapon +Damage: 1	Destruction 70, Alteration 40
Magicka: 64	Fist Damage: 2x 2 blunt	Conjuration 65, Restoration 40
Fatigue: 6	Move Speed: 7	Athletics 45

Strength: 30	Intelligence: 75	Willpower: 68	Agility: 35
Speed: 52	Endurance: 25	Personality: 45	Luck: 40

Encumbrance: 25/120

Robes: (0/0/1 AC) Two potions of restore magicka '5 for 3 seconds'  
Ring of Chilly Death – 20 mana, touch, 25 frost damage for 20 mana

*Resist Disease 50%*

*Weakness to Magicka/Fire/Frost/Shock 25%*

Poison – target, 11 mana, +14 difficulty 9 poison damage for 3 rounds

Great Shock – target, 16 mana, -4 difficulty, 27 shock damage

Second Barrier – self, 18 mana, +25 difficulty, 7AC for 5 rounds

Summon Clannfear – self, 12 mana, +34 difficulty, lasts 15 seconds

Minor Healing – touch, 10 mana, +38 difficulty, heals 12 hp



# Beasts

## Mudcrab

Health: 12      Mana: 0      Fatigue: 3  
Damage: 0/3/1      Skill: 35      Dodge: 10

STR: 15      Soul Value: 5  
END: 20      Move Speed: 4 ft a round  
SPD: 20      Weight: 35 lbs // 15.9 kg  
WLP: 10  
INT: 2



**Behavior:** Despite being rather weak, Mudcrabs are prone to acts of hostility. They will chase (slowly) any passerbies or unknown creatures, and attack with pincers once close.



## Rat

Health: 11      Mana: 0      Fatigue: 4  
Damage: 0/2/4      Skill: 40      Dodge: 20

STR: 10      Soul Value: 5, 20 when blighted  
END: 12      Move Speed: 10 ft a round  
SPD: 35      Weight: 7 lbs // 3.2 kg  
WLP: 20  
INT: 4

**Behavior:** These rodents are well known for being vicious and aggressive. They will chase, then bite and scratch at people. Worse still, many are carriers of foul diseases.

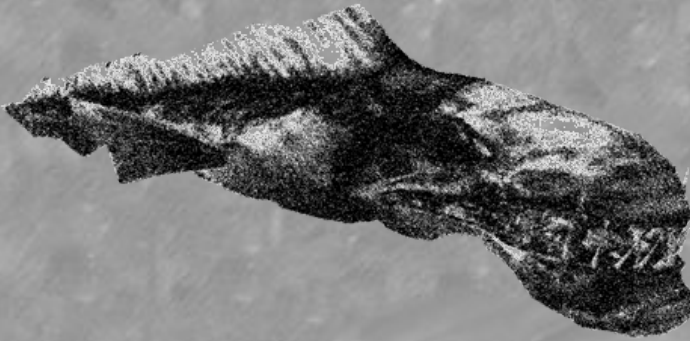
## Small Slaughterfish

Health: 7      Mana: 0      Fatigue: 5  
Damage: 0/3/0      Skill: 45      Dodge: 50

STR: 20      Soul Value: 10  
END: 15      Move Speed: 12 ft a round  
SPD: 35      Weight: 9 lbs // 4.1 kg  
WLP: 20  
INT: 2      Attacks unarmored locations



**Behavior:** As their namesake may suggest, these fish are very troublesome. They tend to travel in groups, and being attacked by one guarantees that more will soon arrive. Commonly have diseases.



## Slaughterfish

Health: 15      Mana: 0      Fatigue: 7  
Damage: 0/5/0      Skill: 40      Dodge: 60

STR: 25      Soul Value: 10  
END: 20      Move Speed: 12 ft a round  
SPD: 35      Weight: 12 lbs // 5.4 kg  
WLP: 20  
INT: 2

**Behavior:** These creatures are the reason why water is avoided in Vvardenfell. They are fast swimming, strong, and vicious. Better yet, fighting one will soon draw four or five more to the location.

## Nix hound

Health: 16      Mana: 0      Fatigue: 6  
Damage: 2/6/3      Skill: 45      Dodge: 20

STR: 23      Soul Value: 10  
END: 20      Move Speed: 13 ft a round  
SPD: 40      Weight: 125 lbs // 57 kg  
WLP: 30  
INT: 5



**Behavior:** Nix hounds tend to travel solitary, or in pairs. They aren't all too aggressive to other animals and beasts, but tend to attack people on sight. They do so by clawing with their feet and biting with pincers.



## Alit

Health: 20      Mana: 0      Fatigue: 4  
Damage: 3/5/0      Skill: 35      Dodge: 10

STR: 30      Soul Value: 10  
END: 30      Move Speed: 12 ft a round  
SPD: 35      Weight: 140 lbs // 64 kg  
WLP: 30  
INT: 3

**Behavior:** Often described as a walking mouth with a bad temper. Alits, much like the other creatures of Vvardenfell, are aggressive and will attack on sight. Even so, it is easy to kill them while they bite.

## Kagouti

Health: 35      Mana: 0      Fatigue: 6  
Damage: 2/8/5      Skill: 40      Dodge: 15

STR: 45      Soul Value: 20  
END: 40      Move Speed: 14 ft a round  
SPD: 40      Weight: 280 lbs // 127 kg  
WLP: 30  
INT: 4



**Behavior:** Kagouti are the cousins of Alit. Like the Alit, they are essentially a walking mouth. And aggressive. Although they are somewhat fierce looking, the Kagouti are generally more docile than the other beasts. If spotted in the distance they may not attack. Only during the Mating Season do they get especially aggressive, and it is best to avoid them then. They travel solitary or in pairs.



## Guar

Health: 30      Mana: 0      Fatigue: 7  
Damage: 5/9/0      Skill: 40      Dodge: 15

STR: 100      Soul Value: 20  
END: 60      Move Speed: 16 ft a round  
SPD: 60      Weight: 264 lbs // 120 kg  
WLP: 30  
INT: 8

**Behavior:** Guars are the mostly-domesticated herd animals of Vvardenfell. They are herbivorous, and feast upon the sparse free vegetation. Generally they do not attack anything, but are fully capable, and willing, to defend themselves if needed. Rare wild Guars will sometimes attack people on sight.

## Cliffracer

Health: 30      Mana: 0      Fatigue: 7  
Damage: 0/8/0      Skill: 35      Dodge: 60

STR: 28      Soul Value: 20  
END: 30      Move Speed: 20 ft a round, flies  
SPD: 30      Weight: 60 lbs // 27 kg  
WLP: 30  
INT: 2      Attacks only heads, no penalty



**Behavior:** The scourge of the lands. Cliffracers are foul, aggressive, fast, and reproduce at ridiculous speeds. They float about the tops of hills, and attack anything that moves. Naturally this draws other nearby 'racers to commotions. They fight solitary or in groups of up to a dozen, always striking for the heads of foes.



## Betty Netch

Health: 57      Mana: 0      Fatigue: 5  
Damage: 0/8/10   Skill: 60      Dodge: 40

STR: 40      Soul Value: 75  
END: 30      Move Speed: 15 ft a round, levitates  
SPD: 30      Weight: 48 lbs // 22 kg  
WLP: 30

INT: 5      **Behavior:** Netch are large, jellyfish like creatures with the disposition of cattle. Betty Netches are the female counterpart, and generally much more aggressive then the males. (Especially in herds with small female-male ratio). Although they are territorial, they will not attack someone unless provoked. When provoked, they chase and slash at people.



## Bull Netch

Health: 22      Mana: x      Fatigue: 4  
Damage: 0/6/8   Skill: 80      Dodge: 20

STR: 40      Soul Value: 20  
END: 40      Move Speed: 10 ft a round, levitates  
SPD: 25      Weight: 171 lbs // 78 kg  
WLP: 30  
INT: 5      Spells: Poisonbloom

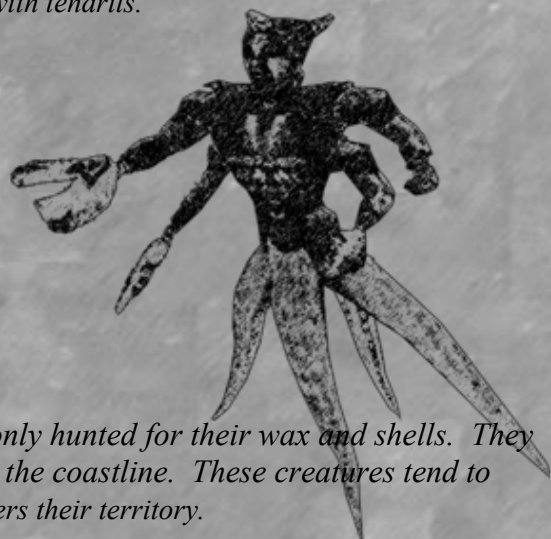
**Behavior:** The male counterpart to Betty Netch. They are lazy and laid back, preffering to drift about and make love within their artificial harems. They don't tend to attack people , but when provoked will shoot poison at the enemy, all the while drifting toward them to attack with tendrils.

## Dreugh

Health: 40      Mana: 0      Fatigue: 8  
Damage: 8/12/16   Skill: 40      Dodge: 60

STR: 40      Soul Value: 75  
END: 60      Move Speed: 13 ft a round  
SPD: 40      Weight: 90 lbs // 41 kg  
WLP: 30

INT: 10      **Behavior:** Dreugh are sea monsters , commonly hunted for their wax and shells. They are most commonly found in shallow water and caves along the coastline. These creatures tend to travel in packs of four or more, and will attack anyone that enters their territory.





## Shalk

**Health:** 19      **Mana:** x      **Fatigue:** 6  
**Damage:** 0/6/6      **Skill:** 50      **Dodge:** 20

**STR:** 17      **Soul Value:** 30  
**END:** 45      **Move Speed:** 4 ft a round  
**SPD:** 25      **Weight:** 42 lbs // 19 kg  
**WLP:** 25  
**INT:** 2      **Spells:** Shalk's Firebite

**Behavior:** These large beetles are aggressive and feisty, tending to attack anyone they spot. They will charge toward humanoids and some creatures at a crawl, then alternate between bites and magical blasts of fire. They are solitary creatures.



## Giant Spider

**Health:** 30      **Mana:** x      **Fatigue:** 10  
**Damage:** 4/8/3      **Skill:** 70      **Dodge:** 30

**STR:** 50      **Soul Value:** 20  
**END:** 40      **Move Speed:** 17 ft a round  
**SPD:** 50      **Weight:** 55 lbs // 25 kg  
**WLP:** 25  
**INT:** 4      **Spells:** Web, Venom Bite

**Behavior:** Said to be non-native to Vvardenfell, these creatures are at best a very nasty pest animal. They lie in the treetops in groups of three or four, waiting for a large animal (or person) to come by. Once web is disturbed, or prey is sighted, they attempt to drop from the trees and poison/immobilize the unlucky creature. They tend to bite, poison, and then web.

### **Creature Spell Directory:**

*Poisonbloom* – Target – 8 poison damage, 10 area, 5 rounds  
*Shalk's Fire Bite* – Touch – 5 fire damage, 5 area  
*Web* – Touch – Burden 20 for 30 seconds, 4 foot area  
*Venom Bite* – Touch – 4 poison damage, 7 rounds

### **Blight Disease and Diseases:**

- Double the health and damage of a creature to blight it. Each attack that hits, roll a 1d100. 10 or less gives Blight. Normal diseases work the same, but the creature is not strengthened.
- Diseases are not resisted by 'Resist Magicka', but only 'Resist Blight' or 'Resist Disease'. Should someone get a disease, and have some resist, roll again under the Resist magnitude to disregard it.



# Kwama

## Kwama Forager

Health: 15      Mana: x      Fatigue: 5  
Damage: 0/3/0      Skill: 50      Dodge: 30

STR: 15      Soul Value: 8, 15 for diseased

END: 15      Move Speed: 8 ft a round

SPD: 30      Weight: 5 lbs // 2.2 kg

WLP: 10

INT: 3      Spells: *Poisonspit*

**Behavior:** Kwama Foragers, although weak, will pursue any unfamiliar scents/persons and attack them until slain. They otherwise search around the outside of Kwama Caves for food sources.



## Scrib

**Behavior:** Scrib are the larval form of Kwama. They are nonaggressive, slow, and have a characteristic tail-thumping activity that serves some sort of purpose. Carries mild rash, sometimes.

Health: 8      Mana: x      Fatigue: 4

Damage: 0/2/0      Skill: 40      Dodge: 40

STR: 12      Soul Value: 10

END: 12      Move Speed: 5 ft a round

SPD: 25      Weight: 10 lbs // 4.5 kg

WLP: 10

INT: 3      Spells: *Paralyze*





## Kwama Worker

Health: 32      Mana: 0      Fatigue: 5  
Damage: 6/8/0      Skill: 50      Dodge: 30

STR: 55      Soul Value: 8  
END: 45      Move Speed: 8 ft a round  
SPD: 35      Weight: 198 lbs // 90 kg  
WLP: 10  
INT: 3



**Behavior:** These Kwama fulfill the roll of worker, within the hives. They bore out rock with their large claws, and move the eggs around. Although peaceful, they are very able to defend themselves, even surprisingly so.



## Kwama Warrior

Health: 45      Mana: x      Fatigue: 5  
Damage: 6/10/8      Skill: 60      Dodge: 30

STR: 50      Soul Value: 20  
END: 50      Move Speed: 10 ft a round  
SPD: 30      Weight: 208 lbs // 94.5 kg  
WLP: 30  
INT: 5      Spells: Kwama Poison

**Behavior:** Kwama Warriors are strong and tough. They walk on two sturdy legs, clawing and poisoning any enemies that enter their hive. Generally they walk alone, but three or more can be called for help.

## Kwama Queen

Health: 68      Mana: 0      Fatigue: 3  
Damage: 10/18/0      Skill: 50      Dodge: 0

STR: 40      Soul Value: 30  
END: 30      Move Speed: 0 ft a round  
SPD: 5      Weight: 440 lbs // 200 kg  
WLP: 10  
INT: 3



**Behavior:** Not aggressive unless provoked, the Kwama Queens are the works of any hive. They produce all the eggs, and are tended to by the workers. Their bloated bodies are wholly unable to move.

### ***Kwama Spell Directory:***

*Poisonspit – Touch – 5 poison damage*

*Paralyze – Touch – paralyze for 2 rounds*

*Kwama Poison – Touch – Poison 2 for 20 rounds*

## ***Daedra***

### **Scamp**

**Health:** 25      **Mana:** 0      **Fatigue:** 5

**Damage:** 0/0/10      **Skill:** 50      **Dodge:** 30

**STR:** 30      **Soul Value:** 50

**END:** 35      **Move Speed:** 8 ft a round

**SPD:** 30      **Weight:** 80 lbs // 36 kg

**WLP:** 35

**INT:** 15      *Immune to Normal Weapons, Resist Magic 50%*

**Behavior:** Scamp are often sent into the mortal realms for the sake of causing mischief and serving their patron. For the most part they are cowardly and weak, only posing a real threat in large numbers. They will charge and attack with claws, or flee from scary individuals or levitating ones.



### **Clanfear**

**Health:** 60      **Mana:** 0      **Fatigue:** 4

**Damage:** 9/12/16      **Skill:** 60      **Dodge:** 10

**STR:** 80      **Soul Value:** 100

**END:** 50      **Move Speed:** 6 ft a round

**SPD:** 14      **Weight:** 171 lbs // 78 kg

**WLP:** 40

**INT:** 30      *Immune to Normal Weapons*

**Behavior:** Thought to be of animal intelligence, these reptilian Daedra sometimes seem intelligent enough to be communicated with. They eschew magic, not trusting it. Rather, they charge into an enemy with their crested head and proceed to pummel, claw, or wrench them.

## Daedroth

**Health:** 150      **Mana:** x   **Fatigue:** 11  
**Damage:** 14/25\*/   **Skill:** 50   **Dodge:** 30

**STR:** 200   **Soul Value:** 195

**END:** 200   **Move Speed:** 12 ft a round

**SPD:** 40   **Weight:** 418 lbs // 190 kg

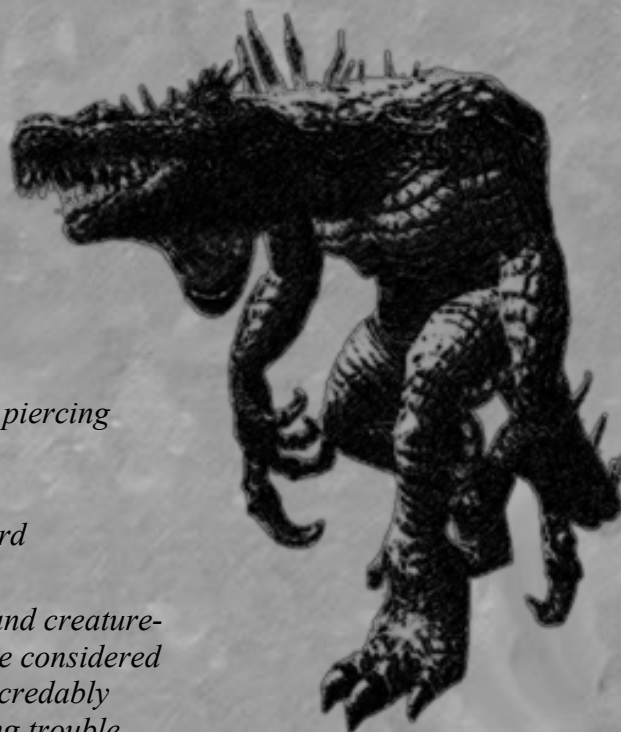
**WLP:** 40

**INT:** 20      \* Target must be grappled/prone to do piercing attack. This is a bite.

*Immune to Normal Weapons*

**Spells:** Shockbloom, Poisonbloom, Third Barrier, Regenerate

**Behavior:** Daedroths are among the most beastial and creature-like Daedra out there. Despite this mindset, they are considered one the most dangerous lesser Daedra. They are incredibly strong, and well versed in magical arts. Upon seeing trouble they will cast Regenerate, throw some ranged magic at the enemy, cast Third Barrier, then finally charge in to knock them down and attempt to bite necks or heads apart.



## Dremora

**Health:** 80      **Mana:** x   **Fatigue:** 11

**Damage:** 5 +      **Skill:** 60   **Dodge:** 50  
*Dwarven weapon*

**STR:** 70   **Soul Value:** 100

**END:** 65   **Move Speed:** 15 ft a round

**SPD:** 50   **Weight:** 207 lbs // 94 kg

**WLP:** 50

**INT:** 40      *Immune to Normal Weapons, Reflect 20%*

**Spells:** Second Barrier, Firelance



**Behavior:** These Daedra are intelligent and powerful war spirits. They are equally capable at spell casting and using weapons, and are even able to reflect spells. For the most part they are scornful and look down at the humanoid races, viewing them as pathetic and weak. This rank of Dremora choose for their appearance to sport Daedric armor, even though they are not actually wearing any. In combat the Dremora will shield, then throw some Firelances as it charges into melee. Dremora can never be killed, only banished back to Oblivion or disincorporated. In a weeks time they will generally restore, back in their realm.



## Dremora Lord

**Health:** 140      **Mana:** x      **Fatigue:** 11

**Damage:** 12 +      **Skill:** 80      **Dodge:** 70

Daedric  
Weapon

**STR:** 80      **Soul Value:** 100

**END:** 75      **Move Speed:** 15 ft a round

**SPD:** 50      **Weight:** 207 lbs // 94 kg

**WLP:** 50

**INT:** 50      *Immune to Normal Weapons, Reflect 20%.  
Wears full suit of Daedric armor which  
disincorporates upon death.*

**Spells:** Fourth Barrier, Firestorm, Greater Shock

**Behavior:** Dremora Lords are among the most ancient and powerful lesser Daedra. They are smart, tough, and have a multitude of lesser creatures under their command. Worse still, they normally own their own sets of Daedric armor, the best in existence. In combat they will throw a Firestorm at the largest clump of enemies, shield, then cast Greater Shock and charge toward melee. Dremora can never be killed, only banished back to Oblivion or disincorporated. In a weeks time they will generally restore, back in their realm.

Daedric  
Helm- 6/8/13  
Pauldrons-6/9/14  
Curiass- 6/9/14  
Gauntlets- 5/8/11  
Greaves- 6/9/14  
Boots- 5/8/11  
  
Longsword-  
0/24/27 dam



## Flame Atronach

**Health:** 40      **Mana:** x      **Fatigue:** 8

**Damage:** 9/0/0      **Skill:** 60      **Dodge:** 30

**STR:** 30      **Soul Value:** 105

**END:** 30      **Move Speed:** 10 ft a round

**SPD:** 40      **Weight:** 103 lbs // 47 kg

**WLP:** 30

**INT:** 10      *Immune to Normal Weapons, Immune to Fire  
Damage, Weakness to Frost 60%. Reflect 20%.*

**Spells:** Firebloom

**Behavior:** Flame Atronaches are one of the sorts of Daedra that align themselves to random princes at a whim. Curiously, they seem to have both female and male varieties. Both kinds are aggressive. Once an enemy is sighted, the Atronach will throw two or three Fireblooms at the enemy, remaining stationary. That done, they will attempt to close in and attack with their fists. If there is no easy path to the sighted enemy they will instead continue to hurl fireballs.

## Frost Atronach

Health: 70      Mana: x      Fatigue: 6  
Damage: 16/0/10      Skill: 70      Dodge: 0

STR: 150      Soul Value: 138

END: 100      Move Speed: 8 ft a round

SPD: 30      Weight: 1300 lbs // 591 kg

WLP: 30

INT: 10      Immune to Normal Weapons, Immune to Frost Damage, Immune to Poison Damage, Weakness to Fire 60%. Reflect 20%.

Spells: Frostbloom, Refreeze



**Behavior:** Like the Flame Atronach, Frost Atronaches are free-serving Daedra. These atronaches are very solid and show little recognition as they fight. They will plaud forward at half speed once an enemy is spotted, shooting two Frostblooms on the go. Once in range they strike with slow, choreographed, but very strong blows. Near death Frost Atronaches cast Refreeze, then again resume fighting.

## Ogrim

Health: 120      Mana: 0      Fatigue: 8  
Damage: 20/0/0\*      Skill: 60      Dodge: 15

STR: 230      Soul Value: 100

END: 180      Move Speed: 7 ft a round

SPD: 20      Weight: 1800 lbs // 818 kg

WLP: 30

INT: 20      \* Charge maneuvers by an Ogrim can strike two targets, rather than one.

\* An Ogrim may attempt to grapple someone, and then hurl them up to 15 feet away. This does 30 blunt damage and requires two rolls.

Immune to Normal Weapons, Constant Restore Health 3 (9 per turn)



**Behavior:** These massive Daedra are primarily sent into mortal realms for their patron's amusement. They are plodding and stupid, and easily strong enough to wreck some adventurers day. Malacoth is the primary Prince that uses them. Mages speculate that these stupid beasts actually have a sense of humor. In combat they fight pretty straight forwardly- plaud forward, punching at anyone in range. If a number of warriors are clumped together they may charge, smashing them aside like a falling boulder. On occasion an Ogrim may also grap someone and fling them. Summoned Ogrim will tend to start breaking things and follow the caster around, not really doing what they are told.

## Ogrim Titan

**Health:** 160      **Mana:** 0      **Fatigue:** 6  
**Damage:** 25/0/10\*      **Skill:** 65      **Dodge:** 5

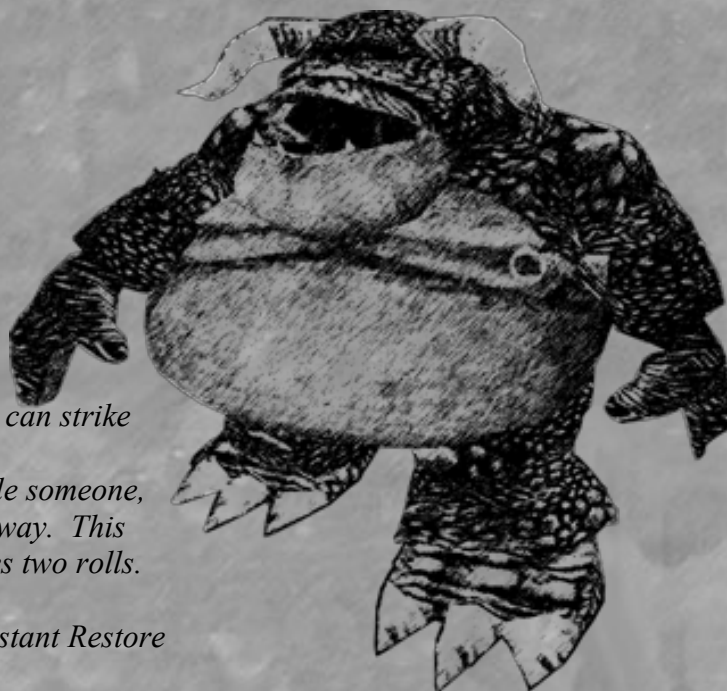
**STR:** 270      **Soul Value:** 100  
**END:** 220      **Move Speed:** 5 ft a round  
**SPD:** 20      **Weight:** 2300 lbs // 1045 kg  
**WLP:** 30  
**INT:** 20

\* Charge maneuvers by an Ogrim can strike two targets, rather than one.

\* An Ogrim may attempt to grapple someone, and then hurl them up to 20 feet away. This does 30 blunt damage and requires two rolls.

*Immune to Normal Weapons, Constant Restore Health 3 (9 per turn)*

**Behavior:** Ogrim Titans are the more ancient and elder version of the Ogrim. They are even more massive and grotesque, and have a more sinister personality to them. Tearing off limbs and biting isn't too uncommon, but they otherwise fight like normal Ogrims.



## Seducer

**Health:** 75      **Mana:** x      **Fatigue:** 11  
**Damage:** 5/0/12      **Skill:** 60      **Dodge:** 30

**STR:** 40      **Soul Value:** 100  
**END:** 40      **Move Speed:** 12 ft a round, 17 when flying  
**SPD:** 55      **Weight:** 140 lbs // 64 kg  
**WLP:** 65  
**INT:** 50      *Immune to Normal Weapons*  
**Spells:** Shock, Ohoho, Second Barrier

**Behavior:** Seducers are a type of surprisingly human Daedra. They serve a wide number of different Daedric Princes, known for their services and powerful spellcasting ability. In their normal guise they look like a scantily-clad woman in robes. Seducers can grow a pair of green, membranous wings to fly upon. In combat they will sprout the wings, then move up to a safe height and cast Second Barrier. That done, they Shock everyone. The Daedra also have other more-questionable means to kill someone, such as seducing them in human guise, then ripping out a jugular with claws in a secluded area. Seducers look down on humanoids, much like Dremora do.



## Daedra Seducer

Health: 90      Mana: x      Fatigue: 11  
Damage: 5/0/12      Skill: 80      Dodge: 50

STR: 40      Soul Value: 200  
END: 40      Move Speed: 12 ft a round, 17 when flying  
SPD: 55      Weight: 140 lbs // 64 kg  
WLP: 75  
INT: 65      Immune to Normal Weapons  
Spells: Shockbloom, Frostbloom, Seducer  
Paralyze, Third Barrier



**Behavior:** Daedra Seducers are the most powerful and high-caste version of the Seducers. They are incredibly potent with spellcasting, which is only strengthened further by their great mobility. These Daedra look extremely down on mortals, but suffer their presences long enough to fulfill whatever goals they have. In combat a Dark Seducer will take flight, cast Third Barrier, and then cast Seducer Paralyze on the most threatening looking enemy. That done, Seducers blast away with Shockbloom or Frostbloom.

## Storm Atronach

Health: 120      Mana: x      Fatigue: 6  
Damage: 20 shock      Skill: 80      Dodge: 30

STR: 80      Soul Value: 150  
END: 100      Move Speed: 15 ft a round  
SPD: 50      Weight: 2000 lbs // 909 kg  
WLP: 50  
INT: 10      Immune to Normal Weapons, Immune to Shock  
Damage, Resist Poison 75%. Reflect 20%.  
Spells: Shockbloom, Dire Shockbolt, Lightning  
Shield III



**Behavior:** Storm Atronaches are the most powerful of all the free-serving Daedra. They appear as a cloud of revolving rocks, connected by arcs of electricity. When walking or attacking in melee, they form into a vaguely humanoid shape. Regarding combat, these Daedra will first cast Lightning Shield III. Afterwards they move toward the enemy at full speed, throwing Shockblooms or Dire Shocks as they go.

## Golden Saint

Health: 125      Mana: x      Fatigue: 10

Damage: 10 +      Skill: 70      Dodge: 50

Glass Weapon

STR: 60      Soul Value: 400

END: 50      Move Speed: 11 ft a round

SPD: 40      Weight: 160 lbs // 73 kg

WLP: 60

INT: 50      Immune to Normal Weapons. Fire/Frost/Shock Resist 50%. Reflect 20%. Counts as wearing a full suit of Dwarven armor, which discorporates with death.

Spells: Dispel, Shock Shield III, Healing

**Behavior:** Golden Saints are the spawn of Sheogorath, and feared for their combat prowess. These Daedric women normally carry some sort of glass sword and shield, and are also able to dispel any harmful effects on themselves. Their name is sort of ironic, and disjustified. Although they are elegant and otherworldly, Golden Saints are also very scornful of mortals. They are also prideful, arrogant, and outright cruel. They even make no attempts to hide this. In combat Golden Saints will throw up a Shock Shield, then charge into combat. Should they be hit with a powerful spell, or have some inconvenient magic effect they will cast a Dispel.

Dwarv/Glass  
Helm- 3/6/11  
Pauldrons-4/7/12  
Curiass- 4/6/10  
Gauntlets- 3/5/9  
Greaves- 4/6/9  
Boots- 3/5/9

Claymore-  
0/18/25 dam



## Dark Seducer

Health: 110      Mana: x      Fatigue: 9

Damage: 10 +      Skill: 60      Dodge: 60

Steel Weapon

STR: 55      Soul Value: 300

END: 45      Move Speed: 13 ft a round

SPD: 45      Weight: 150 lbs // 68 kg

WLP: 70

INT: 60      Immune to Normal Weapons, Reflect 15%. Counts as wearing full Steel armor, which discorporates on death.

Spells: Third Barrier, Firebloom, Healing

**Behavior:** Though similarly named to other Seducers, there is nothing particularly charming about these Daedra. Like the Golden Saints, they are the spawn of Sheogorath. Dark Seducers are much more humble and patient however. When they must deal with mortals they have a somewhat introspective attitude to them. In combat, they will first Shield, throw a Firebloom, chop up things, and then retreat and heal when needed.

Most common weapons are a claymore, or mace and shield.

Steel  
Helm-3/5/10  
Pauldrons-3/6/10  
Curiass-3/5/9  
Gauntlets-2/4/8  
Greaves-3/5/9  
Boots-2/4/8

Shield- +0 Block  
7/18/22 total  
Mace-  
17/0/0 dam





## Hunger

Health: 85      Mana: x      Fatigue: 9  
Damage: 0/15/0      Skill: 65      Dodge: 40

STR: 40      Soul Value: 250  
END: 50      Move Speed: 10 ft a round  
SPD: 40      Weight: 100 lbs // 45.5 kg  
WLP: 35

INT: 15      Immune to Normal Weapons. Immune to  
Fire/Frost/Shock/Poison Damage.  
Spells: Disintegrate Armor, Disintegrate  
Weapon, Hunger Paralyze



**Behavior:** The Hunger is a feared Daedric creature, most attributed to Boethiah. Its appearance is both disturbing and demonic, and they have a reputation to match. Hungers are completely immune to many forms of magic, and then are also able to quickly tear through armor and weapons. Altogether this makes them highly resistant to attack, and the worst enemy of a plated warrior. Hungers, upon sighting an enemy, will begin throwing Disintegrate Weapons at them. Once just out of range, a Disintegrate Armor is thrown, and then they charge into the fray and attack with their tongue and claws. When switching to new targets, Hungers prefer to ruin weapons before armor.

## Daedra Spell Directory:

Dire Shockbolt – Target – 30 Shock damage

Disintegrate Armor – Target – Disintegrate 3

Disintegrate Weapon – Target – Disintegrate 3

Dispel – Self – Dispel 100%

Firebloom – Target – 8 Fire damage in 10 feet, 5 rounds

Firelance – Target – 20 Fire damage

Firestorm – Target – 5 Fire damage in 10 feet, 10 rounds

Fourth Barrier – Self – 13 AC for 10 rounds

Frost Bloom – Target – 10 Frost damage in 10 feet, 5 rnd

Greater Shock – Target – 10 Shock damage for 2 rounds

Healing – Self – Restore 12 health

Hunger Paralyze – Touch – Paralyze for 2 rounds

Ohoho – Touch – Charm 5 for the scene

Poisonbloom – Target – 10 Poison damage in 10 feet, 5 rn

Refreeze – Self – Restore 7 health, 4 per turn for 3 turns

Regenerate – Self – Restore 2 health for 20 rounds

Second Barrier – Self – 7 AC for 7 rounds

Seducer Paralyze – Target – Paralyze for 4 rounds

Shock – Target – 12 Shock damage

Shock Shield III – Self – 3 AC, 3 shock dam, 10 rounds

Shockbloom – 12 Shock damage in 10 feet, 5 rounds

Third Barrier – Self – 10 AC for 8 rounds



# Centurions



## Centurion Spider

Health: 24      Mana: x      Fatigue: 12

Damage: 0/4/0      Skill: 65      Dodge: 20

STR: 20      Soul Value: 0

END: 70      Move Speed: 6 ft a round

SPD: 30      Weight: 30 lbs // 13.6 kg

*Immune to Poison. Weakness to Frost 50%.*

*Disintegrate spells do 10 damage per magnitude*

**Spells:** Poisonbloom

**Behavior:** Although aggressive, these Centurions are the weakest kind. They can be found walking along the floors and surfaces of random Dwarven ruins, often in groups. Once an intruder is spotted they will move toward the enemy, attempting to get in range and claw them. If the enemy is far off, or unreachable, they will instead launch off poisonblooms from their fleshy sack.

## Centurion Sphere

Health: 40      Mana: 0      Fatigue: 12

Damage: 0/0/13      Skill: 65      Dodge: 45

STR: 50      Soul Value: 0

END: 100      Move Speed: 11 ft a round

SPD: 40      Weight: 280 lbs // 127 kg

*Immune to Poison. Immune to Charge maneuvers.*

*Weakness to Frost 50%.*

*Disintegrate spells do 10 damage per magnitude*

**Behavior:** Centurion spheres are the middle-line when it comes to dangerous Centurions. Thought to be the sentries or guards of the Dwarves, they are well suited to watching over the ruins. They sit in their ball shape while left alone, but expand outward once an enemy enters the same room. That done, they will chase after and hack at the interloper. They have an eerie sort of balance and movement- whether it is travelling on their ball-like wheel, or dodging unnaturally fast out of the way of blows.





## Steam Centurion

Health: 100      Mana: 0      Fatigue: 12

Damage: 20/0/0      Skill: 75      Dodge: 20

STR: 200      Soul Value: 0

END: 150      Move Speed: 10 ft a round

SPD: 40      Weight: 2000 lbs // 909 kg

*Immune to Poison. Resist Fire/Shock 75%.*

*Weakness to Frost 50%.*

*Disintegrate spells do 10 damage per magnitude*

**Behavior:** *Steam Centurions are the most rare and strong centurions of them all. Standing at about seven feet, and packing hundreds of pounds of armor, they are definantely to be feared. They were almost certainly used as foot-soldiers for the Dwarves. Generally one or a few might be found in deep ruins. In combat they will charge after the nearest enemy and then pumel them with its giant mace-like arm.*

## Centurion Archer

Health: 150      Mana: 0      Fatigue: 12

Damage: 5/0/0      Skill: 50      Dodge: 30

STR: 30      Soul Value: 0

END: 120      Move Speed: 8 ft a round

SPD: 30      Weight: 320 lbs // 145 kg

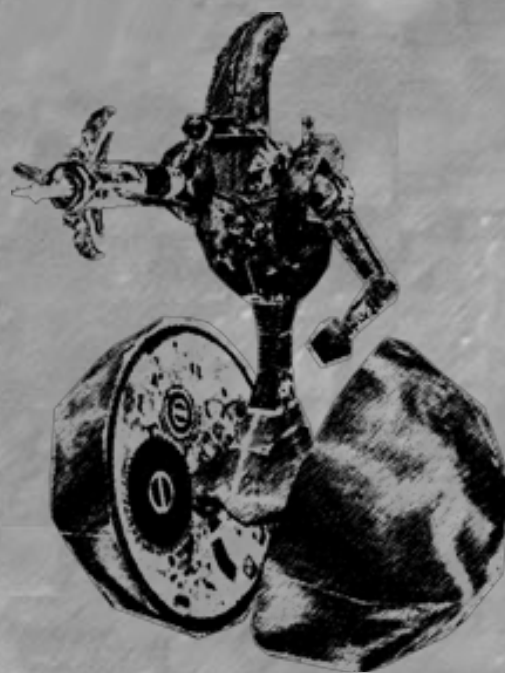
*Immune to Poison. Immune to Charge manuevers.*

*Weakness to Frost 50%.*

*Disintegrate spells do 10 damage per magnitude*

**Dart Attack:** Range of 50 feet, does 20 piercing damage

**Behavior:** *Similar looking to the Sphere Centurions, these are a more rare kind adapted to ranged warfare. They sport a complicated crossbow that can repeadedly fire darts. In combat, these Centurions will launch darts at the enemy, then backpedal whenever possible. You could say that they are highly deadly and annoying.*





## Advanced Steam Centurion

Health: 250      Mana: 0      Fatigue: 12

Damage: 30/0/0      Skill: 80      Dodge: 15

STR: 280      Soul Value: 0

END: 180      Move Speed: 12 ft a round

SPD: 50      Weight: 2800 lbs // 1273 kg

*Immune to Poison/Fire/Shock/Paralyze. Resist Magic 50%. Reflect 60%.*

*Weakness to Frost 50%.*

*Disintegrate spells do 10 damage per magnitude*

**Behavior:** *Advanced Steam Centurions are an extremely rare upgrade of the normal Steam Centurion. They stand two feet taller, and have a more lithe build to them. In addition they are much more strongly built and armored, resulting in an incredibly strong and fast construct. Likely intended to serve as a living siege engion or to counter infantry formations.*

- Remember that all Centurions have a 50% Weakness to Frost. In the case of the Advanced Steam Centurion, this just reverts to a 0% Weakness or Resistance to Frost. (Due to Magic resist)
- Centurions are damaged by Disintegrate spells, which will do 10 damage per magnitude

### Centurion Spell Directory:

*Poisonbloom – Target – 10 Poison damage in 10 feet, 5 rounds*



# Undead



## Corpse

**Health:** 30      **Mana:** 0    **Fatigue:** 5  
**Damage:** 5/0/8    **Skill:** 60    **Dodge:** 10

**STR:** 30    **Soul Value:** 10  
**END:** 40    **Move Speed:** 6 ft a round  
**SPD:** 20    **Weight:** 160 lbs // 72 kg  
**WLP:** 20  
**INT:** 5    *Immune to Normal Weapons*  
*Carries Disease*

**Behavior:** Corpses are the weakest kind of undead. Mostly used as unliving shields or to frighten people. In combat they will shuffle forward, striking out at anyone in range. They could hardly be considered a threat, and especially so if using enchanted or silver weapons. Still, though they may be weak they commonly carry foul diseases.

## Skeleton

**Health:** 35      **Mana:** 0    **Fatigue:** 5  
**Damage:** 2 +    **Skill:** 50    **Dodge:** 30  
Iron Weapon

**STR:** 40    **Soul Value:** 30  
**END:** 50    **Move Speed:** 11 ft a round  
**SPD:** 35    **Weight:** 40 lbs // 18 kg  
**WLP:** 35  
**INT:** 5    *Immune to Normal Weapons*  
*Weakness to Blunt Damage 20%*



**Behavior:** These undead are sometimes considered one of the weakest. Although they are faster, and more agile than zombies they are also more brittle and weak. Like all undead, skeleton's strength and skill is determined by the amount of soul and magicka is put into the creation of it. The weakest skeleton out there could hardly be a threat to a starting adventurer, and yet the strongest kind out there are immensely fast and strong.

## Skeleton Warrior



**Health:** 48      **Mana:** 0      **Fatigue:** 5  
**Damage:** 4 +      **Skill:** 50      **Dodge:** 40  
Steel Weapon

**STR:** 45      **Soul Value:** 30  
**END:** 55      **Move Speed:** 10 ft a round  
**SPD:** 35      **Weight:** 50 lbs // 23 kg  
**WLP:** 35  
**INT:** 10      *Immune to Normal Weapons*  
*Weakness to Blunt Damage 20%*

**Behavior:** *Skeleton Warriors are the mid-tier of animated skeletons. They are stronger and tougher than the average skeleton, and slightly smarter as well. Caution must be taken when running into a pack of them. These undead will charge into battle like normal, chopping and striking at any enemies. Skeleton Warriors are most commonly used as guards, for tombs and mages.*

## Skeleton Champion

**Health:** 100      **Mana:** 0      **Fatigue:** 5  
**Damage:** 12 +      **Skill:** 70      **Dodge:** 50  
Silver Weapon

**STR:** 60      **Soul Value:** 100  
**END:** 60      **Move Speed:** 11 ft a round  
**SPD:** 40      **Weight:** 60 lbs // 27 kg  
**WLP:** 35  
**INT:** 20      *Immune to Normal Weapons*  
*Magic Resistance 50%*  
*Weakness to Blunt Damage 20%*  
*Has two utility/attack actions*

**Behavior:** *Once likely great warriors, Skeleton Champions are now immensely powerful undead. Though they lack magic or abilities, Skeleton Champions can still place adventurers in a world of hurt. They are fast, tough, and in some cases cruelly intelligent. In combat they will charge the enemy, attacking whoever seems to be the largest threat. These undead are most commonly found in their own tombs, or serve as guardians for powerful mages. It is said that some tombs or dungeons actually contain resting groups of these skeletons.*





### **Lich** (*Creature version*)

**Health:** 180      **Mana:** x      **Fatigue:** 5  
**Damage:** 10 +      **Skill:** 80      **Dodge:** 60

Dwarven Weapon

**STR:** 50      **Soul Value:** 300  
**END:** 55      **Move Speed:** 10 ft a round  
**SPD:** 40      **Weight:** 80 lbs // 36 kg  
**WLP:** 40  
**INT:** 90

*Immune to Normal Weapons, Immune to Frost/Poison 100%. Resist Shock 50%. Weakness to Blunt Damage 20%*

**Spells:** Dire Shockball, Frostbloom, Paralyze, Third Barrier

**Behavior:** Liches were previously powerful and mighty wizards, who at one point in their lives turned themselves undead to achieve immortality. It is not uncommon to find Liches who have been alive for hundreds of years, practicing magical arts the whole while. As a result they are very deadly. In addition to their magic prowess, it is almost guaranteed to find them backed up by large groups of Skeleton Warriors, or sometimes travelling with a couple Skeleton Champions. In combat they will Paralyze the most obvious magic-user in the group, Third Barrier, and then proceed to Dire Shockball the Paralyzed magic-user. Will repeat until all obvious Mages/Sorcerers are brought down. That done Liches will Firebloom and Shockball everyone.

### **Bonelord**

**Health:** 120      **Mana:** 0      **Fatigue:** 8  
**Damage:** 6 +      **Skill:** 70      **Dodge:** 50

Silver Weapon

**STR:** 45      **Soul Value:** 100  
**END:** 45      **Move Speed:** 8 ft a round  
**SPD:** 30      **Weight:** 100 lbs // 45 kg  
**WLP:** 50      *Immune to Normal Weapons, Immune to Charge Manuevers.*  
**INT:** 10      *Resist Poison/Frost/Shock 50%. Can attack 4x a turn in melee, using Silver Shortblades.*

**Spells:** Grave Curse Speed, Second Barrier

**Behavior:** Bonelords are powerful revanants, most commonly summoned to guard Dunmer Ancestral Tombs. They have an eerie and dark personality, in their own elegant way. In combat they will throw up a Second Barrier, and chase after/slash up anyone in range. While the enemy is charging, or fleeing, they will cast a Speed Curse on said enemy. Best countered with magic.







## Bonewalker

(Norm/Lesser)

**Health:** 60//45    **Mana:** x    **Fatigue:** 5

**Damage:** 6/0/10    **Skill:** 50    **Dodge:** 30

**STR:** 40    **Soul Value:** 60

**END:** 55    **Move Speed:** 8 ft a round

**SPD:** 30    **Weight:** 150 lbs // 68 kg

**WLP:** 20

**INT:** 5    *Immune to Normal Weapons. Resist Frost/Poison/Shock 75%.*

**Spells:** Grave Curse, Brown Rot

**Behavior:** Bonewalkers are another form of revenant found guarding tombs. Although they are weaker than Bonelords, they are able to bestow a number of terrifying curses on enemies. In combat they will alternate throwing Grave Curses and Brown Rot spells at enemies. Once every target is cursed they will move into melee, alternating between Brown Rot spells and swipes.

## Greater Bonewalker

**Health:** 80    **Mana:** x    **Fatigue:** 6

**Damage:** 8/0/14    **Skill:** 60    **Dodge:** 30

**STR:** 60    **Soul Value:** 75

**END:** 50    **Move Speed:** 8 ft a round

**SPD:** 30    **Weight:** 205 lbs // 93 kg

**WLP:** 30    *Immune to Normal Weapons. Resist Poison/Frost/Shock 75%.*

**INT:** 10    **Spells:** Dread Curse, Greater Brown Rot



**Behavior:** If one was to ask an adventurer what their most hated enemy is, they will most likely name Greater Bonewalkers. This is justified, as they happily curse any intruders. Given enough time, they can sap away so much strength that one is unable to carry the smallest item. Once combat starts they will fling Greater Brown Rots at the enemy, all the while running at them. Once in range they will Dread Curse repeatedly, pausing once every five or six turns to maul the enemy. If all the enemies are Dread Cursed they will simply melee.

## Undead Spell Directory:

Dire Shockball – Target – 30 Shock damage

Third Barrier – Self – 10 AC for 8 rounds

Frostbloom – Target – 10 Frost damage in 10 feet, 5 rnd

Grave Curse Speed – Target – Drain spd 6 for 20 rounds

Paralyze – Target – Paralyze for 2 rounds

Second Barrier – Self – 7 AC for 7 rounds

Grave Curse – Touch – Drain end & str 4 for 20 rounds

Brown Rot – 20% chance, damage str & end 10

Dread Curse – Touch – Damage str 8

# Ash Creatures

## Ascended Sleeper

**Health:** 300      **Mana:** x      **Fatigue:** 6

**Damage:** 18/0/0      **Skill:** 80      **Dodge:** 60

**STR:** 10      **Soul Value:** 400

**END:** 70      **Move Speed:** 10 ft a round

**SPD:** 40      **Weight:** 20 lbs // 9 kg

**WLP:** 80

**INT:** 60      **Spells:** Dagoth's Bosom, Firestorm, Froststorm, Paralysis, Dire Shockball.

*Each time attacked, or attacking in melee, Ascended Sleepers have a 10% chance to give Ash-Chancere, Ash-Woe, Black-Heart Blight, or Chanthrax Blight diseases. Said disease should be the most debilitating kind for the newly diseased character.*



**Behavior:** These creatures are abominable half-human half-beast creatures created by Dagoth Ur. Ascended Sleepers are highly intelligent, aggressive, and dangerous. It is unknown how they are created. In combat they will throw one or two Dagoth's Bosoms into fighters, then alternate between all their damaging spells. Once killed they will deflate, save for the skull, and release an oddly beautiful cloud of sparks that are golden in color. When watched they will occasionally play music with their trunks.



## Ash Ghoul

**Health:** 220      **Mana:** x      **Fatigue:** 12

**Damage:** 12/0/20      **Skill:** 80      **Dodge:** 30

**STR:** 50      **Soul Value:** 250

**END:** 70      **Move Speed:** 10 ft a round

**SPD:** 40      **Weight:** 140 lbs // 63 kg

**WLP:** 50

**INT:** 40      **Spells:** Spark, Earwig, First Barrier, Ash Woe Blight Disease

**Behavior:** The Ash Ghoul, also called Ash Poets, are a type of warped part-human beast, created by Dagoth-Ur. They are fierce and powerful, but also have a sort of delicate side to them. If snuck on or magically calmed they will briefly converse. In combat Ash Ghouls first cast First Barrier, and then charge at an enemy. For a few turns they will alternate Earwigs and Sparks (If the enemy is likely a mage), or just Spark Warriors. Once done they maul anyone still standing.

## Ash Slave

Health: 60      Mana: x      Fatigue: 9

Damage: 6/0/12      Skill: 60      Dodge: 10

STR: 40      Soul Value: 80

END: 55      Move Speed: 10 ft a round

SPD: 40      Weight: 120 lbs // 54 kg

WLP: 40

INT: 40      Reflect 20%

**Spells:** Spark, Earwig, First Barrier, Ash Woe  
Blight Disease

**Behavior:** A deranged humanoid creature, created by Dagoth-Ur. They have the likeness of a small old man, with the usual discolored skin, and blackish orbs for eyes. As far as combat goes, they will cast First Barrier, then throw Spark and Earwig at the enemy. If one is somehow able to speak with them, and not be zaped, Ash Slaves will ramble on and speak of furniture.



## Ash Vampire

Health: 500      Mana: x      Fatigue: 5

Damage: 50/25/12      Skill: 95      Dodge: 70

STR: 100      Soul Value: 360

END: 100      Move Speed: 15 ft a round

SPD: 50      Weight: 300 lbs // 136 kg

WLP: 80

INT: 80

**Spells:** Hand of Dagoth, Wrath of Dagoth  
or  
Hand of Endus, Wrath of Endus

**Behavior:** Ash Vampires are extremely powerful creatures created by Dagoth-Ur, who serve as his Lieutenants. For the most part they have a similar manerism to normal vampires, but are likely more polite. In combat they will fling spells at enemies, moving all the while to get into melee range. Once within arms grasp they are a terrible force, ripping about anything to pieces.



## Ash Zombie

**Health:** 90      **Mana:** x      **Fatigue:** 6  
**Damage:** 10/0/15      **Skill:** 60      **Dodge:** 10  
**STR:** 40      **Soul Value:** 100  
**END:** 50      **Move Speed:** 9 ft a round  
**SPD:** 35      **Weight:** 160 lbs // 73 kg  
**WLP:** 20  
**INT:** 40

**Behavior:** Another type of deranged Dagoth Ur beasts. Although they are not undead, they very much fight like one. In combat they will charge forward and attack in melee.



## Corpus Stalker

**Health:** 60      **Mana:** x      **Fatigue:** 5  
**Damage:** 12/0/0      **Skill:** 60      **Dodge:** 40  
**STR:** 60      **Soul Value:** 100  
**END:** 100      **Move Speed:** 15 ft a round  
**SPD:** 50      **Weight:** 150 lbs // 68 kg  
**WLP:** 30  
**INT:** 5      5% chance on hit, or hitting to give Corpus disease.

**Behavior:** Corpus Stalkers are the poor victims of the Corpus disease. Although many of the people who receive it die within hours, the especially unlucky ones find themselves strong enough to live. Soon they lose their minds and deform, becoming aggressive, strong, and crazy. In combat they will charge forward, striking out at random enemies.

## Lame Corpus

**Health:** 90      **Mana:** x      **Fatigue:** 6  
**Damage:** 18/0/0      **Skill:** 70      **Dodge:** 10  
**STR:** 90      **Soul Value:** 160  
**END:** 100      **Move Speed:** 7 ft a round  
**SPD:** 25      **Weight:** 230 lbs // 105 kg  
**WLP:** 30  
**INT:** 5      Constant restore health 3 (9 per turn)  
5% chance on hit, or hitting to give Corpus disease.

**Behavior:** Lame Corpus are poor victims of the Corpus disease. Unlike the stalkers, their bodies are more grotesque and muscled. In combat they will shuffle toward the enemy, disfavoring their lump of a leg. Once in melee they will smash at the enemy with their larger arm.



## **Ash Creature Spell Directory:**

*Dagoth's Bosom – Target - Damage fatigue 10*

*Spark – Target – 10 shock damage*

*Firestorm – Target – 5 fire damage in 10 feet, 10 rounds*

*Earwig – Target – Sound 10 for 7 rounds*

*Froststorm – Target – 5 frost damage in 10 feet, 10 rnd*

*First Barrier – Self– 5 AC for 7 rounds*

*Ash Chancre Blight – Target – 20%, damage pers 30*

*Hand of Dagoth – Touch – Damage health 25, damage fatigue 15, damage agility 25, damage speed 25*

*Ash-Woe Blight – Target – 20%, damage int & wlp 30*

*Black-Heart Blight – Target – 20%, damage str & end 30*

*Wrath of Dagoth – Target – Damage health 15, damage fatigue 8, damage agility 15, damage speed 15*

*Chanthrax Blight – Target – 20%, damage agil & spd 30*

*Hand of Endus – Touch – Disintegrate armor 3 pts for 3 rounds, disintegrate weapon 1 for 5 rounds, summon flame atronach for 40 rounds, summon storm atronach for 40 rounds.*

*Wrath of Endus – Target – Disintegrate armor 2 pts for 3 rounds, disintegrate weapon 1 for 3 rounds, summon flame atronach for 30 rounds, summon storm atronach for 30 rounds*

## **Creature Corpus Generator**

Use to modify an existing creature, like a Rat, Mudcrab, or Cliffcracer.

All creatures get a +20 to strength, +40 to endurance, and 2x health. Roll a D100 to see how the creature is deformed.

1-5: Oculoblastic Corpus. Large, translucent bundles of flesh cover this creatures eyes. Nonetheless, it can see better than any mortal creature, conferring the Night Eye ability and a -10 penalty to sneak tests made against it.

6-14: Femoral Corpus. This beast's legs are bloated tremendously, each possessing considerably more volume than its torso. It can still drag itself forward with its arms, but its movement is halved.

15-20: Corpus Informid: This creature's arms end in soft paddings of flesh. The beast halves all damage it deals.

21-25: Amoeboid Corpus: This creature's form is so twisted that it no longer possesses a discernibly original body. This creature moves at 1/4 speed, but it receives a constant +4 health per second buff

26-34: Schlerodermatic Corpus: The growths covering this unfortunate creature's skin has hardened considerably, the cracked, dry flesh, while no doubt extremely painful, provides increased protection. This corpus beast gains 3AC of all types.

35-45: Heterobrachial Corpus: One of this beast's arms has grown to such a degree that it now must be dragged along the ground behind it. It moves at 3/4 speed, but it may skip a round to strike the following round with 2x damage.

46-55: Pseudo-proboscid Corpus: This creature's mouth now dangles in front of it like the proboscis of a fly. Nonetheless, it still possesses teeth. The corpus beast may make a bite attack each round even if it has already attacked this round, dealing 6 piercing damage. This will always be made against an unarmored limb, should there be one.

56-65: Tempanic Corpus: The creature's eardrums now protrude from its skull, hanging like a limp sack from its head. The beast is rendered deaf, +10 to any sneak roll made to avoid it.

66-70: Hyper-adrenal Corpus: This beast's internal mutation has greatly increased its alarm response. It moves at two times its normal speed.

71-80: Osteoblastic Corpus: The bones of the corpus beast have grown out of control. When hit by the beast, roll an agility test to see if you have been struck by a sharp protrusion of bone. This will deal 4 piercing damage, with a minimum of 1 damage.

81-85: Hyper-lymphatic Corpus: Vile lymph drips from sores on the skin of this corpus beast, considerably more fluid than in more common corpus weepings. Double the chance of catching corpus disease from this creature. (1-10 instead of 1-5)

86-90: Corpus Calamum: Irregularly proportioned, tube shaped tendrils surround this creature's mouth. If attacked, a dissonant piping is issued by the beast, attracting allied creatures from the surrounding area.

91-95: Amplum Corpus: The creature's torso is covered in an extremely thick layer of fatty tissue. Halve any damage you deal to the beast.

96-100: Roll twice.



## Disease

Diseases are most commonly carried around by creatures, although some sorts of undead and corpus beasts carry some as well. When a player is hit by an undead ghoul, or by a creature that may be diseased, go ahead and roll a 1d100. On a 10 or less the player ends up contracting a disease of your choosing. (Resistances effect the roll; a 50% Resist Disease would mean they are infected only on a roll of 1-5)

Contracting a disease will damage the character's attributes. This is normally 10-30 points on one or two different ones. Here are a number of example diseases-

**Ataxia:** Strength -10, Agility -10                      Carried by Alits and Bears  
*Ataxia is a mild common disease affecting the victim's strength and dexterity. Symptoms include generalized pain and muscle stiffness. Slaughterfish may carry it as well.*

**Brown Rot:** Strength -10, Personality -10      Carried by various undead  
*Brown rot is a mild common disease affecting the victim's strength and behavior. Symptoms include necrosis and sleeplessness.*

**Chills:** Agility -30, Intelligence -30, Willpower -30 Carried by some undead  
*Chills is an extremely dangerous common disease affecting the victim's mind and coordination. Symptoms include clumsiness and mental confusion.*

**Dampworm:**Speed -30  
*Dampworm is a serious common disease affecting a victim's mobility. Symptoms include uncontrollable muscle spasms and twitching.*

**Greenspore:** Personality -20  
*Greenspore is a serious common disease affecting a victim's behavior. Symptoms include irritability and violent outbursts, and may include mild dementia. It may be contracted from slaughterfish.*

**Helljoint:** Agility -10, Speed -10                      Carried by cliffacers  
*Helljoint is a mild common disease affecting a victim's mobility and dexterity. Symptoms include persistent irritation and inflammation of joints.*

**Rattles:** Willpower -10, Agility -10  
*Rattles is a mild common diseased affecting a victim's willpower and dexterity. Symptoms include muscle spasms and listlessness.*

**Witbane:** Agility -40                                      Carried by rats or liches  
*Witbane is an acute common disease affecting a victim's memory and thought processes. Symptoms include loss of memory and disorientation.*

**Yellow Tick:** Strength -15, Speed -15              Carried by nix-hounds and wolves  
*Yellow tick is a mild common disease affecting a victim's strength and mobility. Symptoms include dark, bruise-like swelling, sensitive to touch.*

## Vampirism – Polyphyric Hemophilia

Vampirism, also known as Porphyric Hemophilia, is an affliction of sorts. Upon catching this disease a person has a short incubation period before undergoing a massive change. During these three days it is possible to remove the disease with magic, potions, or by visiting a temple and asking for aid.

Once those three days are up, however, the person partakes in an odd dream, almost always centered upon blood. Waking up, they are now incurably undead. They will be unable to age, rot, or catch any disease.

Within Morrowind there are three main clans of Vampires spread out across the land. Each is slightly different physically and have different methods of catching prey.

*Chance of catching Porphyric Hemophilia: 1-5 on a 1d100*

### **Vampire Template:**

-20 Personality. +20 Strength, Willpower, Speed.

+30 to Sneak and Athletics. +50 to acrobatics.

50% Resist Physical, Weakness to Fire 50%

Immortal. Undead.

Takes 20 damage a second from sunlight

Resting will not restore lost Health

Must feed on a creature once a day or lapse into a sleep. Doing so restores 30 health.

+3 Level Modifier

### **Quarra Clan Modifier:** (*Aggressive and fierce*)

+20 Strength. +20 Blunt, Hand to Hand, Heavy Armor.

### **Berne Clan Modifier:** (*Stealthy hunters*)

+20 Agility. +20 Sneak, Dodge, Hand to Hand.

### **Aundae Clan Modifier:** (*Magic-using entrapers*)

+20 Willpower. +20 Shortblade, Mysticism, Destruction.

### **Reactions:**

For the most part everyone hates vampires. Towns and cities will hire adventurers to go clear out discovered havens, or ask for assistance from the Tribunal. Guards and many people will attack a vampire on sight. Because of this only understanding individuals will allow the presence of such an undead. Most Mages Guild and Telvanni members will hear one out and offer them services.

## Lycanthropy – Sanies Lupis



Lycanthropy, also known as Sanies Lupinus or Werism, is a daedric disease crafted by the Prince Hircene. Upon catching this disease a person has a short incubation period. During these three days it is possible to remove the disease with magic, potions, or by visiting a temple and asking for aid.

Once those three days are up, however, the person partakes in an odd dream, almost always centered upon losing humanity and becoming something different. Waking up, they are now incurably a were-creature. This individuals are able to shift into a bestial form on will, in addition to berserkly changing into such a form and rampaging every now and then.

Tamriel has a huge assortment of different Were-creatures, from the Elswyr Werelions to the Black Marsh Werecrocodiles. Werewolves are the most prevalent type, being found across most of the land. It is also the most aggressive of all the diseases- some individuals may rampage every night. Morrowind holds Werewolves, Werebears in north, and some small amounts of Werecrocodiles in the south.

*Chance of catching Sanies Lupinus or equivalent: 1-5 on a 1d100*

### Were-Form Template:

+60 Strength, Endurance, Speed  
+20 Hand to Hand, Dodge  
+50 Acrobatics  
Double Max Health  
Permanent Night-Eye effect  
Detect Life Within 2 Miles  
Immunity to Iron and Steel Weapons  
Immunity to Disease  
Weakness to Silver +100%

+5 Level Modifier

### Main-Form Modifiers:

+20 Hand to Hand, Dodge  
+50 Acrobatics

- Frequency of night-romps and waking up naked: d100/3, minimum of 1. Non-wolf gets +10.
- Character may change into their were-form and back up to twice a day.
- Twice a month some humanoid must be killed and consumed while in your were-form. If such a thing does not occur, the were-creature will wake up in their humanoid form the following morning with 4hp. HP will revert to 4 each morning until a humanoid is eaten.

**Werebear Modifiers to Were-Form:** -60 Speed. +30 Strength and Endurance. HP+30%

**Werecrocodile Modifiers to Were-Form:** -30 Speed. +1/2/3 AC. Constant Water-Breathing. -50 Acrobatics. +50 Athletics.

### Reactions:

Were-creatures are among the most feared beasts in Tamriel. If someone is seen changing form, and revealed to be such a beast everyone will try to kill them.



## **Playing the Game:**

### **Suggested Players:**

This Morrowind RPG is somewhat rules-heavy, constantly requiring basic math to be done. As such it is recommended that you have 2-4 players and a GM. Any classes are fine, but a Fighter/Wizard/Rogue party would be awesome. Encourage everyone to get magic.

### **Increasing Skills:**

The PC's should generally get 10 skill points every storyline arc. This would be going and doing a large quest, or saving some maiden from a cave full of bandits on session one. If you like you can intermediately increase their skills during sessions when they perform said skills.

### **Leveling Up:**

When a PC increases a major or minor skill 10 times they grow a level. For a raised skill to count this way, it must be self-trained during a session, or higher then 25 and increased by a trainer. The player immediately gets to increase their attributes by 4, 3, and 2 points onto attributes of their choice. These attributes should be related to the skills they have been using and they can never increase their luck attribute. Once that is done the character health increases by 1/20 of their endurance, and their mana/fatigue/carrying capacity get recalculated. The PC is now one level higher, and must gain another 10 skill points to level again. Each odd level gain a new ability/feat.

### **Using your Luck:**

Each session you get 'Luck' amount of luck points. You can use this to effect rolls pertaining to your character. Simply spend the amount of luck points you wish to use, and then increase or decrease a skill by that amount for ONE action only. With GM discretion you may use these to effect something that already just happen, even one caused by another character.

### **Negative Luck:**

It may happen at some time. When that is the case the GM may spend back your negative luck until it is 0, worsening rolls of yours at a really bad time.

### **Skill Checks:**

Is your foolish wizard bouncing off an enemy shield, toppling backward over a ledge? Have a nearby character roll under their Hand to Hand to catch the back of their shirt. Knocked down and trying to stand up immediately, rather than wasting your whole turn? Athletics or acrobatics test. Do these rolls whenever appropriate, or when a PC makes a good argument to allow one.

## **Suggested Storyline Ideas:**

1. The players all hear of a wanted ad about a quest. PC's go meet an old crippled wizard, learn that his messenger was carrying an item, and go fight their way through some bandit cave to acquire said item. Maybe the group wizard wants to keep it. Other interested parties, or adventuring groups may want the item & reward as well.
2. All of your players are actually a group of Bandits, preying on unwary travelers. They raid a caravan that had been passing by, meeting a bit of resistance, and finding little but a magical artifact. Cue the trying to get rid of it, or pawning it off.

## **The Atmosphere and Theme:**

*Your players step out of the building in Balmora. Immediately, the sights of the city hit them. Flocks of people bustle over to the river running through the town, bathing and washing their clothes. Even more people wander the streets with goals on their minds. Off to the left, some Dunmer is in an argument with an Orc, and one of the guards stalks on over to determine what is happening. Everything is simply cluttered, busy, and full of life.*

*Maybe your characters are over in the wastes, eyes scanning around constantly for vicious Cliffracers. The land around them is barren and painful to the eye. Without warning the sky turns red and thick, an ash storm striking all around. The blighted sand tastes and feels foul, and they must cover their faces lest they almost choke.*

Simply put- picture the game and add a ton of people.

## **Food:**

The most common protein-foods are kwama eggs and domesticated guar meat. Kwama itself is very nutritious and a hearty meal, comparable in fullness to an ostrich egg. On the side, people eat saltrice grain. This bread is eaten as a cooked porridge, or eaten with scuttle (cheese-like paste from giant domesticated beetles). Hack-lo is also a common side-dish, being a large, tasty vegetable. Bittergreen is also a common food, although it is poisonous until boiled. Bittergreen is a nourishing sort of mold that grows after rainfall.

People drink water, mazte, and sujamma. Mazte is a dark beer, brewed from fermented saltrice. Sujamma is a very potent and bitter liquor.

A common meal might be a kwama egg, saltrice with scuttle, and a good bottle of mazte. Of course, a large kwama egg would be meal enough for two people. Just a bit bland.

# Map of Vvardenfell





## Lore Glossary

### About:

All interesting information on Daedra, item types, races, and everything Morrowind goes in these sections. There is a quick start section / glossary for those unfamiliar with the setting. The later pages go into much more scrutiating detail.

### Glossary:

**Altmer:** Also called high elves. They are the tallest race, and see the other races as lesser beings. They live for centuries. Smugness aside, High Elves are incredibly gifted with magic arts and their practices.

**Atronoch:** A type of Daedra that hold no ties to any Daedric Prince, instead serving one or another at a whim.

**Argonian:** Reptile denizens of the Black Marshes, they are very hardy. Living in such a habitat has made them immune to poison and very resistant to disease. Very loyal people. Their females are attuned to magic. Argonians, along with Khajjits, make up all the slaves in Vvardenfell.

**Bosmer:** Also known as wood elves. They are the barbarian clan-elves of Valenwood. They prefer romantic, simpler lives than their elven cousins. Their Green Pact religion stresses that they lead carnivorous, cannibalistic lives. Gross traits aside, there are no finer archers, and they have the abilities to command simple-minded creatures.

**Breton:** Bretons are Imperial/Altmer descendants from a former age. They are eccentric and determined people, and have an instinctual bond with magic. Not surprisingly many great mages have been Bretons.

**Daedra:** A class of divine beings that did not partake in the creation of this realm, retaining all their powers. They have a penchant for extremes and destruction, although only a few Daedric Princes revel in it. They are incapable of understanding 'good' and 'evil', and act only according to their natures. Daedra can never be killed, as this only banishes them back to the realm of Oblivion, up until they manage to reform again.

**Dunmer:** Also known as dark elves. The dark-skinned and red eyed dark elves are strong and intelligent. They produce fine swordsmen and war wizards. For the most part they are grim, distrusting, and disdainful of other races.

**Dwemer:** Dwemer are the fabled race of Morrowind, lost to the ages. They were free-formed thinking, and masters of science, engineering, and the arcane. Ruins that they have created can be found all across Vvardenfell. Sometimes called Dwarves.

**Imperial:** Known as Cyrodils, they are the highly educated and well-spoken people of the cosmopolitan province of Cyrodil. They are disciplined and intelligent, renowned for their army-raising skills and diplomacy. For the most part Imperials are weaker and less-imposing than other races.

**Khajiit:** The Khajiit of Elsweyr vary widely in their appearance. Made up of a number of sub-races, the most common breed in Vvardenfell is the suthay-raht. They are intelligent, quick, and agile. All Khajiit have a weakness for sweet things, especially the drug skooma. Along with Argonians they make up all the slaves in Vvardenfell.

**Nord:** Citizens of Skyrim, Nords are fearless and aggressive in war. They are strong, stubborn, and hardy, particularly well known for their resistances to cold. Violence and aggressiveness is an accepted part of their culture. They are often seen as backwards.

**Orcs:** Also known as Orismer, are the sophisticated barbarian people of the Wrothgarian and Dragontail mountains. They have unshakable courage in combat, and make excellent front-line troops. Their rough and aggressive society leads to them being seen as barbaric and cruel, and are only really accepted for their crafting skills.

**Redguard:** Naturally talented warriors, the Redguards of Hammerfell seem born for battle. They are proud, fierce, and quick with foot.

## Lesser Daedra Glossary:

**Clannfear:** A reptilian species of Daedra. They are slightly intelligent and clever, and as such can actually be communed with. Their aggressive nature however means that encounters almost always turn to blows. They do not generally use magic. Clannfears are associated with Mehrunes Dagon.

**Daedroths:** Reptilian bipedal daedra, they are often crocodile headed, and are associated with Molag Bal. They are one of the weaker forms of Daedra, but are still very dangerous and strong. They have excellent melee skills and some spellcasting ability.

**Dremora:** Powerful and intelligent war spirits. They are generally in service to Mehrunes Dagon, but not always. They are equally good at spellcasting and melee fighting, and normally have excellent equipment. Dremora can reflect spells, and are immune to normal weapons. They use Daedric weapons, or choose their appearance to look so. For the most part they are polite and intelligent, but also aggressive and arrogant.

**Golden Saints:** Powerful servants of Sheogorath. They often look down on mortals, and tend to be quick tempered, short of patience, and are quick to deal cruel and harsh punishments. They view all in the Shivering Isles as inferior, and make no effort to hide this in their interactions.

**Hungers:** One of the many daedric servants of Boethiah. They are well known for their abilities to shred armor and weapons.

**Ogrim:** Very strong and stupid, they are associated with Malcoth. For the most part they are sent into the mortal realm for the amusement of Daedric Princes.

**Seducer:** These are the scantily-clad, female Daedra that may sprout green membranous wings. They are about as strong as Dremora. Powerful spell casters, their most powerful members are called Dark Seducers. Said daedra are immune to almost all weapons, very capable in magic, and refuse to speak with mortals. Daedric Seducers of all kinds serve a wide variety of Daedric Lords.

**Scamp:** Often sent into the mortal realms to cause mischief. They are weak, unintelligent, and cowardly. Scamps are commonly associated with Mehrunes Dagon.

**Spider Daedra:** Appearing as spiders with human torsos, they are associated with Mephala. They are incredibly unruly and irrational, so much so that people are frightened to summon them. They are very powerful, and have great skills both in spellcasting and fighting.

**Winged Twilight:** Harpy-like servants messengers of the Daedric Lord Azura. They are very resistant to all forms of magic.

**Xivilai:** Look like tall, grey-skinned knights. They are similar to Dremora, but have no caste system, and are quick to betray. They often serve Mehrunes Dagon. Due to their strength they can use 2-handed weapons in one, and are able to summon Clannfears.

## Daedric Princes:

**Azura:** Is the daedric prince whose sphere is dawn and dusk, the magic inbetween realms of twilight. Also known as the Queen of Dawn and Dusk, Mother of the Rose, and Queen of the Night Sky. Azura is one of the few Daedra who could be considered “Good” by mortal standards, and displays concern for the well-being of her mortal subjects.

**Boethiah:** Rules over the realms of deceit, conspiracy, assassination, treason, and unlawful overthrow of authority. Boethiah loves battle and competition, and is often depicted as a great caped warrior, often in a stoic pose. His prized servants are Hungers.

**Clavicus Vile:** Is the daedric prince whose sphere is that of granting power and wishes through invocations and pact. He has a shapeshifting companion named Barbas, who often takes the form of a dog. Clavicus is seen as a jovial fellow with horns protruding from his head.

**Hermæus Mora:** Is the daedric prince whose sphere is the scrying of the tides of fate, of the past and future as read in the stars, and in whose dominion are the treasures of knowledge and memory. Also called the Demon of Knowledge. Poryphra is Hermæus Mora's plane of Oblivion, an endless library where all forbidden knowledge can be found. The books all have black covers with no titles, and the library is haunted by ghosts forever searching for knowledge. Poryphra is Greek for hidden-things.

**Hircine:** Is the daedric prince whose sphere is the Hunt, the Sport of Daedra, the Great Game, and the chase. Also known as the huntsman and Farther of Manbeasts. He creates the diseases that transform men into beasts, and therefore is responsible for were beasts. Hircine is a sportsman that enjoys giving his prey a chance of victory, however small.

**Jyggalag:** Is the daedric prince of order. He commands his own daedra, known as the princes of order. In a few hundred years, during the timeline of Oblivion, the other Daedric princes get angry with him, and curse him to be another aspect of Sheogorath.

**Malacath:** Is the daedric prince whose sphere is the patronage of those spurned and ostracized, the keeper of the Sworn Oath, and the Bloody Curse. He is not recognized as a Daedric Prince by his peers, which suits him. He tests the Dunmer for physical weaknesses, and spurns anything weak. Creatures associated with him are especially strong.

**Mehrunes Dagon:** Is the daedric prince of Destruction, Change, Revolution, Energy, and Ambition. He is associated with natural dangers like the elements, and with natural disasters. His plane of Oblivion is known as the deadlands, and like the name suggests, it isn't very pleasant. Dremora, Clannfear, and Scamps are among his servants.

**Mephala:** Mephala is a Daedric Prince whose sphere is obscured to mortals, also known by the names Webspinner, Spinner, Spider, and the Anticipation of Vivec. Unlike many other Daedric Princes, who almost always appear as the same gender (e.g. Azura is always female, Sheogorath is always male), Mephala appears as either male or female depending on whom the Daedric Prince wishes to ensnare. Mephala's only consistent theme seems to be interference in the affairs of mortals for amusement.

**Meridia:** Meridia is an obscure Daedric Prince to mortal eyes, and very little is known about her. She is associated with the energies of living things and bears a special hatred for the undead. The Tract of Merid-nunda paints her as a "wayward solar daughter" who was "cast from the heavens for consorting with illicit spectra." Her realm is known as the Coloured Rooms and is inhabited by the Aurorans. She strongly dislikes undead.

**Molag Bal:** Molag Bal is the Daedric Prince whose sphere is the domination and enslavement of mortals. He is known as the King of Rape. His main desire is to harvest the souls of mortals and to bring mortals' souls within his sway by spreading seeds of strife and discord in the mortal realms. He is a Daedric power of much importance in Morrowind.



**Namira:** Namira is the Daedric Prince whose sphere is the ancient darkness. She is known as the Spirit Daedra, ruler of sundry dark and shadowy spirits, and is often associated with spiders, insects, slugs, and other repulsive creatures which inspire mortals with an instinctive revulsion. Namira's followers keep to themselves and prefer living peacefully in dark and squalid conditions, and will react violently at any attempts to "save" them from their abysmal, minimalistic lifestyles.

**Nocturnal:** Nocturnal is the Daedric Prince whose sphere is the night and darkness. She is also known as the Night Mistress. Her Oblivion Realm contains the great fortress of Shade Perilous, wherein dwell her unique Daedric servants, the Nocturnal Lords. The Cyrodiilic Thieves Guild leader, The Gray Fox, has the Gray Cowl of Nocturnal, which was actually stolen from her by the first Thieves Guild guildmaster, Emer Darelloth.

**Peryite:** Peryite, also known as the Taskmaster, is the Daedric Prince whose sphere is the ordering of the lowest orders of Oblivion. Some accounts also claim his sphere is pestilence. Peryite's statue depicts a dragon, and is ostensibly concerned with ensuring all things are accounted for, neat, tidy and in their right order.

**Sanguine:** Sanguine is a Daedric Prince whose sphere is hedonistic revelry, debauchery, and passionate indulgences of darker natures. Fittingly, he often appears on the seals and signs of brothels and whore-houses. Sanguine is depicted as a portly man with a demon-like head with horns, always with a bottle in his hand or a whore under his thumb.

**Sheogorath:** Sheogorath is the Daedric Prince of Madness, whose motives are said to be unknowable. His realm is known as the Shivering Isles, the Madhouse, or the Asylums. The Golden Saints, or Aureals, and Dark Seducers, or Mazken, are his servants.

**Vaermina:** Vaermina (also spelled Vaernima) is a Daedric Prince whose sphere is the realm of dreams and nightmares, and from whose realm issues forth evil omens. Some have also claimed her sphere ties somehow to torture. Statuary of Vaermina depicts her as female. Vaermina's plane of Oblivion is Quagmire. It is described in The Doors of Oblivion as a nightmare realm, where every few minutes reality shifts and becomes ever more horrifying.

## Materials:

**Bonemold:** also known as Great House armor, is an expensive medium weight armor which can generally only be afforded by Morrowind's Dunmer nobles. The armor is composed of bones which are artificially shaped and assembled before being fixed with resin glues. There are a variety of Bonemold designs for each of the various houses.

**Chitin:** Chitin is a type of light plate armor which is constructed by laminating several layers of insect shell glued with organic resins. The design is superior to Western leather armor as it is lighter and more comfortable. It is easily found throughout Vvardenfell, but is most commonly favored by Ashlander tribes.

**Daedric:** Daedric weapons and armor are made from raw ebony which has been refined using the craft and magical substances of the lesser minions of Oblivion. The process is not a pleasant one for the Daedra involved, and the weapons retain echoes of preternaturally prolonged suffering endured during manufacture.

**Dreugh:** Dreugh Armor is a remarkably strong Dunmer Medium Armor created from the carapaces of Dreugh.

**Dwemer:** Dwemer (also known as Dwarven) armor and weapons, though heavier than steel, are highly sought after for their resistance to corrosion, unmatched craftsmanship, their ability to keep an edge, and even just for their rarity. None have been made since the disappearance of the Dwemer.

**Ebony:** Ebony weapons and armor are created from a rare form of volcanic glass buried in the lava flows from Vvardenfell's Red Mountain. The items are so-named because of their opaque black, glassy surface. Ebony items are very high quality and are much sought-after.

**Glass:** Glass weapons and armor are an ornate design: light and flexible, although very difficult to make and expensive. Glass armor is a lightweight armor created using rare metals studded with volcanic glass.

**Indoril:** Indoril is an ornate medium armor style similar to Chitin in construction (insect shell laminate) with the addition of elaborate designs and gold leaf detailing. The armor is worn exclusively by the Ordinators.

**Iron:** Cheapest of the metals, used for many weapons and heavy armor.

**Netch:** Netch Leather is a unique Dunmer light armor design with much higher craftsmanship than the typical Imperial Armor of the west. The armor, because it is more comfortable and affordable than other armors, is typically used by Morrowind nomads. Netch Leather is produced from the hides of Netch, which can be found floating above their pastures in the Ascadian Isles region.

**Nordic:** Nordic items are high quality steel enchanted with the runes of the witch-warriors of Skyrim for enhanced effectiveness.

**Orcish:** Orcish armor is an ornate, light steel plate design which is worn over cloth padding resulting in a light and comfortable fit when compared to other steel plate designs. The armor is based on High Elven designs and is somewhat expensive to purchase.

**Silver:** Silver is typically used to enhance the appearance of the item or to increase its effectiveness against certain creatures. Solid silver is generally not used due to its high price and low strength, but is instead plated onto another, cheaper metal.

**Steel:** Slightly better than Iron, used for many weapons and heavy armor.

## Guilds

### Fighters Guild

**Ranks:** Associate, Apprentice, Journeyman, Swordsman, Protector, Defender, Warder, Guardian, Champion, Master.

**Favored Attributes:** Strength, Endurance

**Friends:** Imperial Legion

**Foes:** Ashlanders, Vampires, House Dagoth

The Fighters Guild, present across all of Tamriel, provides a common, and more importantly, public place of training and study for those of the warrior persuasion. The guild is a professional organization chartered by the Emperor to regulate the hiring and training of mercenaries. Training, goods, and services are cheaper for members, and the Guild Stewards know where to find work.

### Imperial Cult

**Ranks:** Layman, Novice, Initiate, Acolyte, Adept, Disciple, Oracle, Invoker, Theurgist, Primate.

**Favored Attributes:** Personality, Willpower

**Friends:** Imperial Legion

**Foes:** Ashlanders, Vampires, House Dagoth

The missionary arm of the great faiths, the Imperial Cult brings divine inspiration and consolation to the Empire's remote provinces. The cults combine the worship of the Nine Divines: the Aedra Akatosh, Dibella, Arkay, Zenithar, Mara, Stendarr, Kynareth, and Julianos, and the Talos Cult, veneration of the divine god-hero Tiber Septim, founder and patron of the Empire. Imperial Cult priests provide worship and services for all these gods at the Imperial Cult shrines in settlements throughout Vvardenfell.

### Imperial Legion

**Ranks:** Recruit, Spearman, Trooper, Agent, Champion, Knight Errant, Knight Bachelor, Knight Protector, Knight of the Garland, Knight of the Imperial Dragon.

**Favored Attributes:** Endurance, Personality

**Friends:** Imperial Cult

**Foes:** Ashlanders, Vampires, House Dagoth

The Imperial Legion is the supreme military power of the Cyrodilic Empire of Tamriel. The Legion works for the Imperial government, with support from the Emperor who is currently in power. In peace time, the Legionnaires serve as Guards, and patrol the roads, although in war, they have also been used as an invasion force.

### Mages Guild

**Ranks:** Associate, Apprentice, Journeyman, Evoker, Conjurer, Magician, Warlock, Wizard, Master Wizard, Arch-Mage.

**Favored Attributes:** Intelligence, Willpower

**Friends:** None, generally liked

**Foes:** Tribunal Temple, House Dagoth, House Telvanni

The Mages Guild is a professional organization, located throughout Tamriel, that is dedicated to the study and application of magicka and alchemy. Its charter from the Emperor states that training, goods, and services are cheaper for members, and the Guild Stewards may be able to provide members with work.

Furthermore, exclusive services such as spellmaking and enchanting, deemed potentially dangerous to the public at large, are only made available to higher-ranked guild members in good standing.



## **Thieves Guild**

**Ranks:** Toad, Wet Ear, Footpad, Blackcap, Operative, Bandit, Captain, Ringleader, Mastermind, Master Thief

**Favored Attributes:** Agility, Personality

**Friends:** None, liked by Mages Guild and Imperial Cult

**Foes:** Comona Tong, House Dagoth

The Thieves Guild is an organization for the gathering and training of those stealthy and shadowy in nature. Although criminal by its very definition, the local authorities often tolerate the existence of the guild as its presence often greatly decreases, if not eliminates, the more unstable or dangerous criminals. Like any trade guild, the Thieves Guild is an organization of professionals, except that in this case the professionals are thieves, robbers, pickpockets, smugglers, and other enterprising operators. They don't have public guild halls, but in large towns they do tend to gather at a single location, such as a cornerclub, inn, or tradehouse.

## **Ashlanders**

**Ranks:** Clanfriend, Hearthfriend, Brother, Initiate, Clanholder, Guide, Champion, Gulakhan, Farseer, Ashkhan

**Favored Attributes:** Agility, Endurance

**Friends:** None

**Foes:** House Dagoth, Vampires, disliked by just about everyone

The Ashlanders are Dunmeri nomads that live in Vvardenfell's wilderness. In the Merethic Era, Ashlanders and Dunmer were very much alike and on equal footing, but after the formation of the First Council and the Great Houses, they have steadily been forced into the poorest and most hostile lands. They travel along with their herds, camping wherever is suitable. Additional resources gained by hunting the local wildlife are used to manufacture huts, armors, clothing and general household items. They do not acknowledge the power of the Tribunal. In fact, they believe the Tribunal betrayed Lord Nerevar at the Battle of Red Mountain and are kept alive by means of magic not unlike necromancy. Ashlanders are very xenophobic and believe all outlanders should leave Vvardenfell. If an outlander performs a good deed for a Clan, he may be named Clanfriend, and thus be adopted into the Ashlander faction.

## **Camonna Tong**

**Ranks:** Bully, Tough, Thug, Brute, Lifetaker, Chiller, Hammer, Old Man, Strongman, Kingpin

**Favored Attributes:** Strength, Agility

**Friends:** None, liked by House Hlaalu

**Foes:** Thieves Guild, disliked by just about everyone, especially Imperial Guilds

The Camonna Tong is the local crime syndicate on Vvardenfell. Its current grandmaster is Orvas Dren, who resides in the Dren Plantation. He is also the younger brother of Duke Vedam Dren, Vvardenfell's ruler, who resides in Ebonheart.

## Great Houses

**House Dagoth:** House Dagoth is the remains of the ancient, defunct, Sixth Great House of the Chimer, headed by the demi-god Dagoth Ur. The House has reappeared in Vvardenfell c. 3E 400 but is destined to be destroyed by the Nerevarine. Dagoth Ur is attempting to create a new god, Akulakhan, to conquer Tamriel. Their primary bases lay within Red Mountain, in the ancient Dwemer crater citadels.

**House Dres:** House Dres is one of the Great Houses of Morrowind, with presence only on the mainland. Dres District is located in the south of Morrowind on the Deshann Plain, bordering House Indoril and the swamps and marshes of Black Marsh. The Dres have a mainly rural but still very wealthy agricultural society. The Dres are the Dunmer that enslave and ship slaves to the other Great Houses, keeping thousands of captives, mostly Argonians, in their infamous slave-pens of Tear, the Dres capital, and the surrounding vast saltrice plantations.

**House Hlaalu:** House Hlaalu can be characterized as opportunistic, as any morals they might have come second to business. House Hlaalu is one of the five remaining Great Houses of the settled Dunmer; their House color is yellow. Its council seat is in Balmora, with other Hlaalu-run towns at Suran, Hla Oad and Gnaar Mok. Its main concern is business and profit. This is their great strength - they are fast talkers and intelligent traders - and their great liability; most Hlaalu are bribable, either with gold or with other favors, and their leaders are no exception. House Hlaalu retainers are also masters of thievery, sneaking, lock-picking, blackmailing and backstabbing, both literal and metaphorical.

**House Indoril:** House Indoril is one of the initial seven Great Houses of Morrowind. After being founded during the early part of the First Era, Indoril was one of the strongest Houses with vast political power and many influential positions, due to its close ties to the Tribunal. It was the house of Chimer hero Lord Indoril Nerevar. Duke-Prince Indoril Brindisi Dorom was ruling Mournhold during its destruction by Mehrunes Dagon. Currently, House Indoril has no territorial holdings on the island of Vvardenfell.

**House Redoran:** The Great House Redoran is one of the five remaining Great Houses. Its council seat is in Ald'ruhn and all councilors live there in the hollowed shell of a colossal prehistoric Emperor Crab; the district is known as Under-Skar. Redoran settlements are designed in the Dunmer village style, built of local materials, with organic curves and undecorated exteriors inspired by the landscape and by the shells of giant native insects. Redoran villages are typically centered on Temple compounds and their courtyards, with huts and tradehouses gathered around a central plaza, as in the West Gash village of Gnosis, which is currently rented to the Imperial Legions. The only major Redoran city on the mainland is Blacklight, close to the border of Skyrim.

**House Telvanni:** House Telvanni is mainly a house of highly egocentric and ambitious wizards. Here, it is common to rise through the ranks by eliminating or otherwise 'indisposing' other members. Of the Telvanni lords, only Master Aryon of Tel Vos - the youngest and newest councilor - seems able to look beyond the end of his own nose and at the concerns of other people, the rest want little more than to be left alone. The rest of the members are similarly isolationist in outlook and do not intend to be presided over by any of the other institutions, predominantly the Guild of Mages. House Telvanni is among the staunchest defenders of slavery, which they see as an ancient Dunmer right. However, both Khajiit and Argonians, the two most common slave races, may join House Telvanni and advance with the same level of respect as other races.

Name:  
Player name:  
Background:  
  
Appearance: \*sheet formatting is messed up when pasting\*  
Age: \*into notepad or similar programs. Insert\*  
Race: \*line breaks and tabs where necessary\*  
Gender: Male/Female

{Attributes}  
STRENGTH= [##] STR  
ENDURANCE= [] END  
AGILITY= [] AGI  
INTELLIGENCE= [] INT  
WILLPOWER= [] WIL  
SPEED= [] SPD  
PERSONALITY= [] PER  
LUCK= [] LCK

<Skills> - Mark Major or Minor skills with an A  
[##] Acrobatics Agi i.e. [A40] or [A25]

[] Alchemy Int  
[] Alteration Wil  
[] Athletics End  
[] Axe Str  
[] Blacksmithy/Imperial Str  
[] Block Agi  
[] Blunt Str  
[] Conjuration Int  
[] Destruction Wil  
[] Dodge Spd  
[] Enchant Int  
[] Hand to hand Spd  
[] Heavy Armor End  
[] Illusion Per  
[] Light Armor Agi  
[] Longblade Str  
[] Marksman Agi  
[] Medium Armor End  
[] Mysticism Wil  
[10] Necromancy Wil  
[] Restoration Wil  
[] Security Int  
[] Shortblade Spd  
[] Sneak Agi  
[] Spear Agi  
[] Speechcraft Per

[HEALTH: |  $\frac{3}{8} * END + \frac{3}{16} * STR$   
[MANA: |  $\frac{1}{2} * INT + \frac{1}{4} * WIL + 10$   
[FATIGUE: |  $(END + AGI) / 10$   
[MAXMOVE/TURN: |  $(SPD / 5) + (ATH / 10)$   
[CARRY WEIGHT: |  $STR * 4$

{Weapons} STR Bonus: (STR)/20

{Armour} Skill bonus: +0/0/0

[Mundane items]  
[GOLD: |  $50G + (SPEECH * 4)$  for humanoids //  $50G + (SPEECH * 3)$  for beast-races  
[clothing]

[Abilities and Feats]

{Spells}



## **Rules-Light Variant**

The Morrowind PNP that we have been working seems to be working as intended but there is a constant steam of simple math that must be done. Quite a few people have suggested that a rules-light variant should be made. In this section are a number of optional, alternative rules that may improve the quality of your RPGing.

**Work in progress...**